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ADVENTURE
SERIES

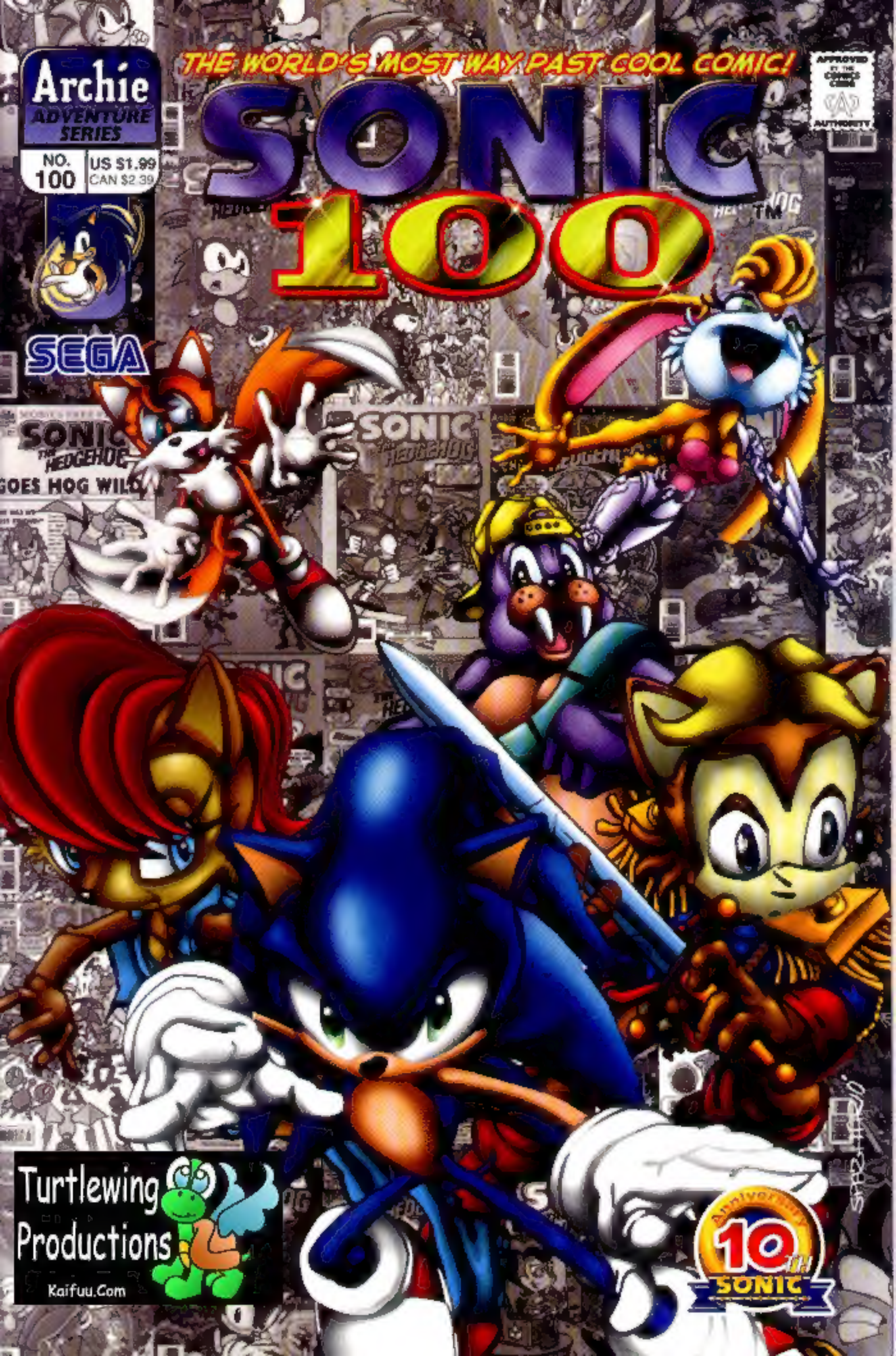
NO. 100 US \$1.99
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SEGA

THE WORLD'S MOST WAY PAST COOL COMIC!

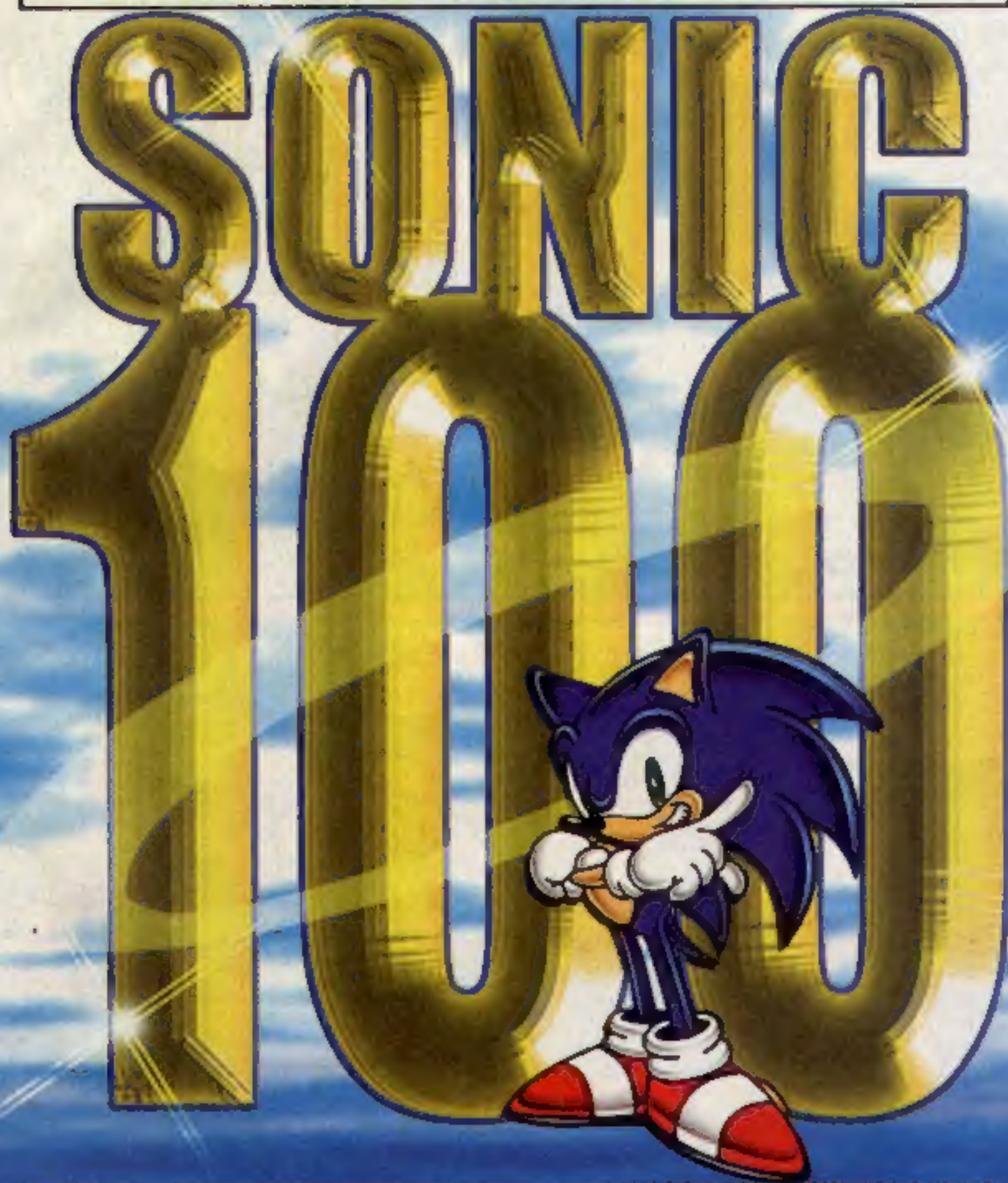
SONIC 100



Turtlewing
Productions
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After ten long years, the iron-fisted rule of DOCTOR ROBOTNIK over planet MOBIUS was believed to have finally ended! With the technological tyrant vanquished and his polluted factories shut down, order and beauty were restored to the city of MOBOTROPOLIS. Now the villain has returned to wreak havoc once more, but there are many who are willing to stand against him in the fight for freedom. The bravest among them is a brash, blue streak who just happens to be the fastest thing alive!
ARCHIE COMICS AND SEGA PRESENT... SONIC THE HEDGEHOG!



SONIC THE HEDGEHOG (ISSN:10705090), No. 100, October, 2001. Published every 4 weeks, twice in April by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher, Michael I. Silberkleit, Chairman and Co-Publisher. Single copies \$1.99 in the U.S.; \$2.99 in Canada. Subscription rate: U.S. \$25.07 for 13 issues; \$31.07 in Canada. All Canadian orders payable in U.S. funds. © SEGA CORPORATION 2001. All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo, Sonic The Hedgehog, and all related characters are trademarks or registered trademarks of SEGA CORPORATION or its affiliates. The product is manufactured under license from Sega of America Dreamcast, Inc., P.O. Box 7609, San Francisco, CA 94120-7609. www.sega.com Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Periodicals postage paid at the post office at Mamaroneck, New York and at additional mailing offices. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Printed in Canada.



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KODOS!



AND HE'S
INSANE FROM
TOXIC WASTE
POISONING--



--ACTING
LIKE A CRAZED
BEAST!

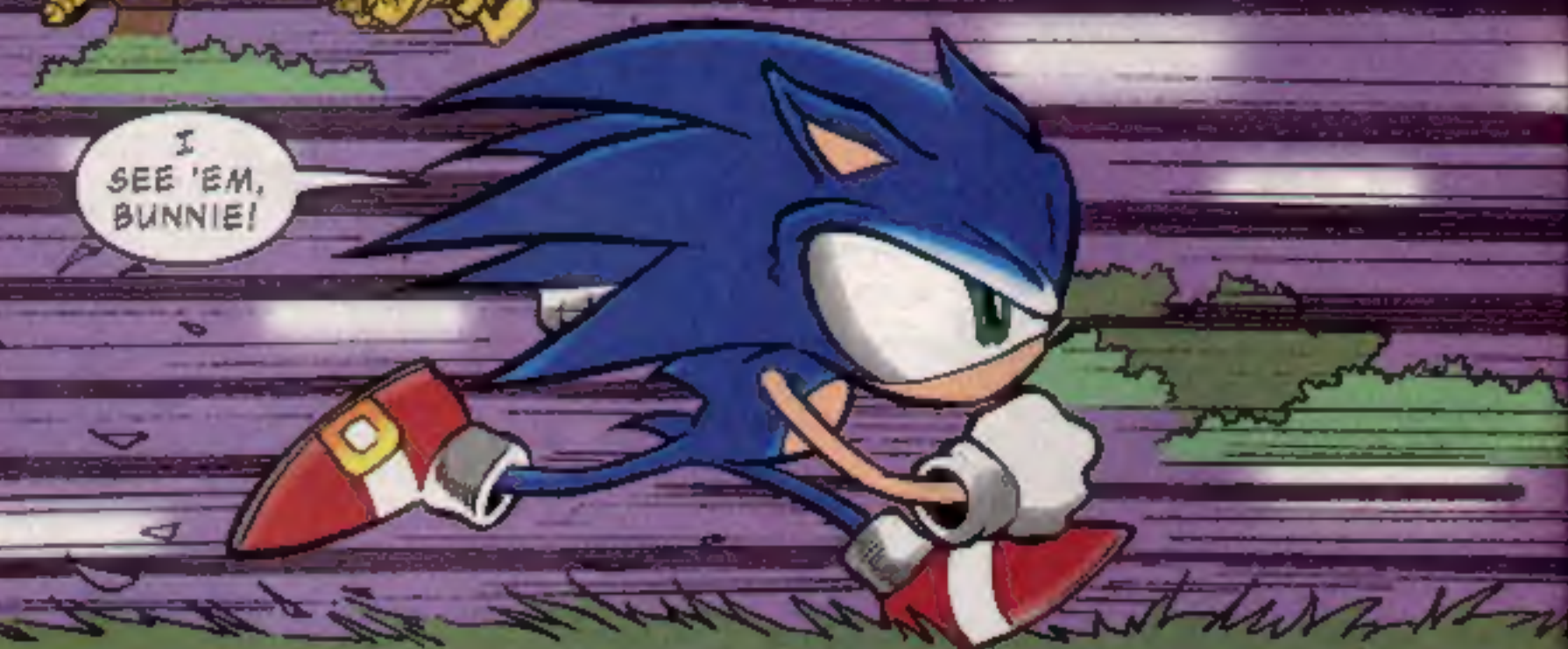


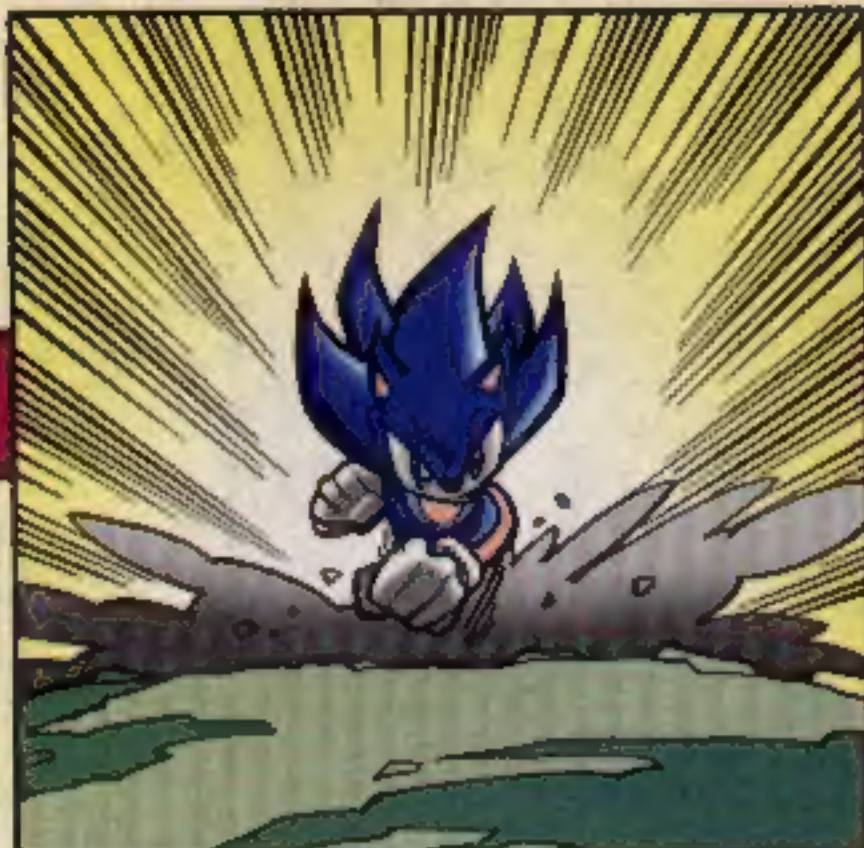
ARACHNIS TOLD ME
WHERE SHE'S HIDDEN THE
SWORD OF ACORNS...

2



"...NOW, I'VE GOT
TO FIND IT BEFORE
KODOS!"

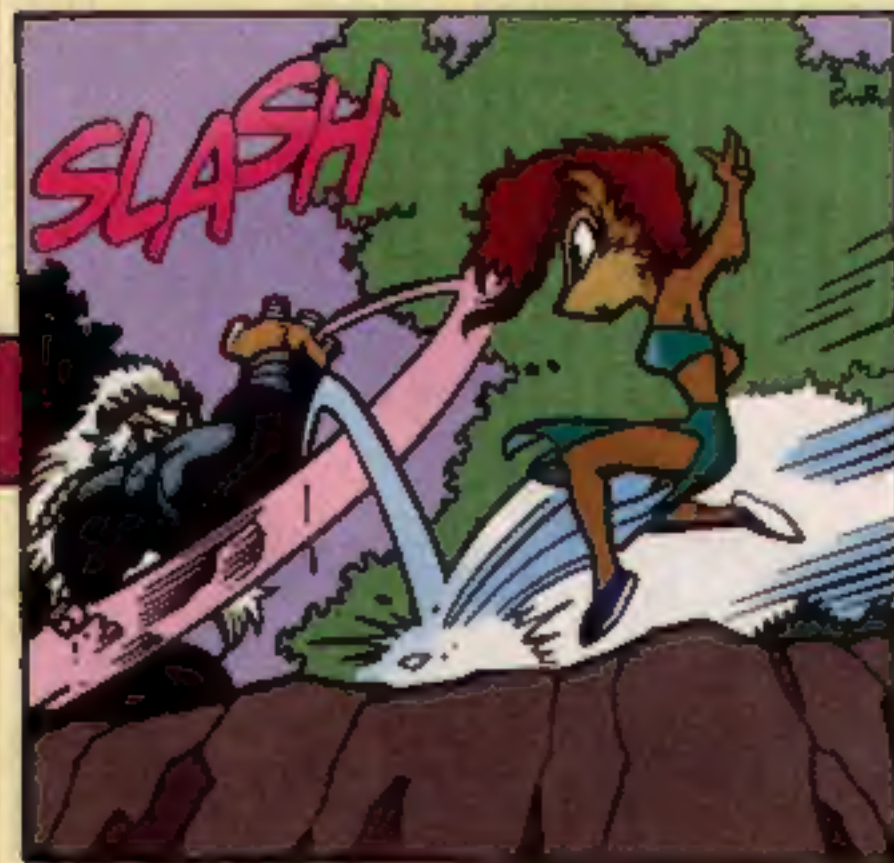


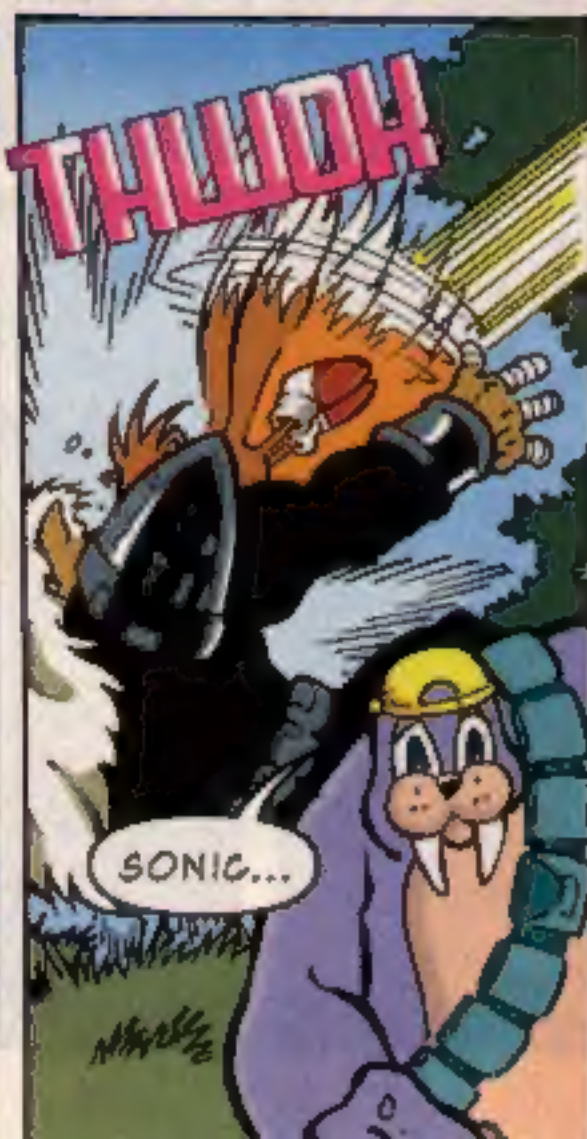
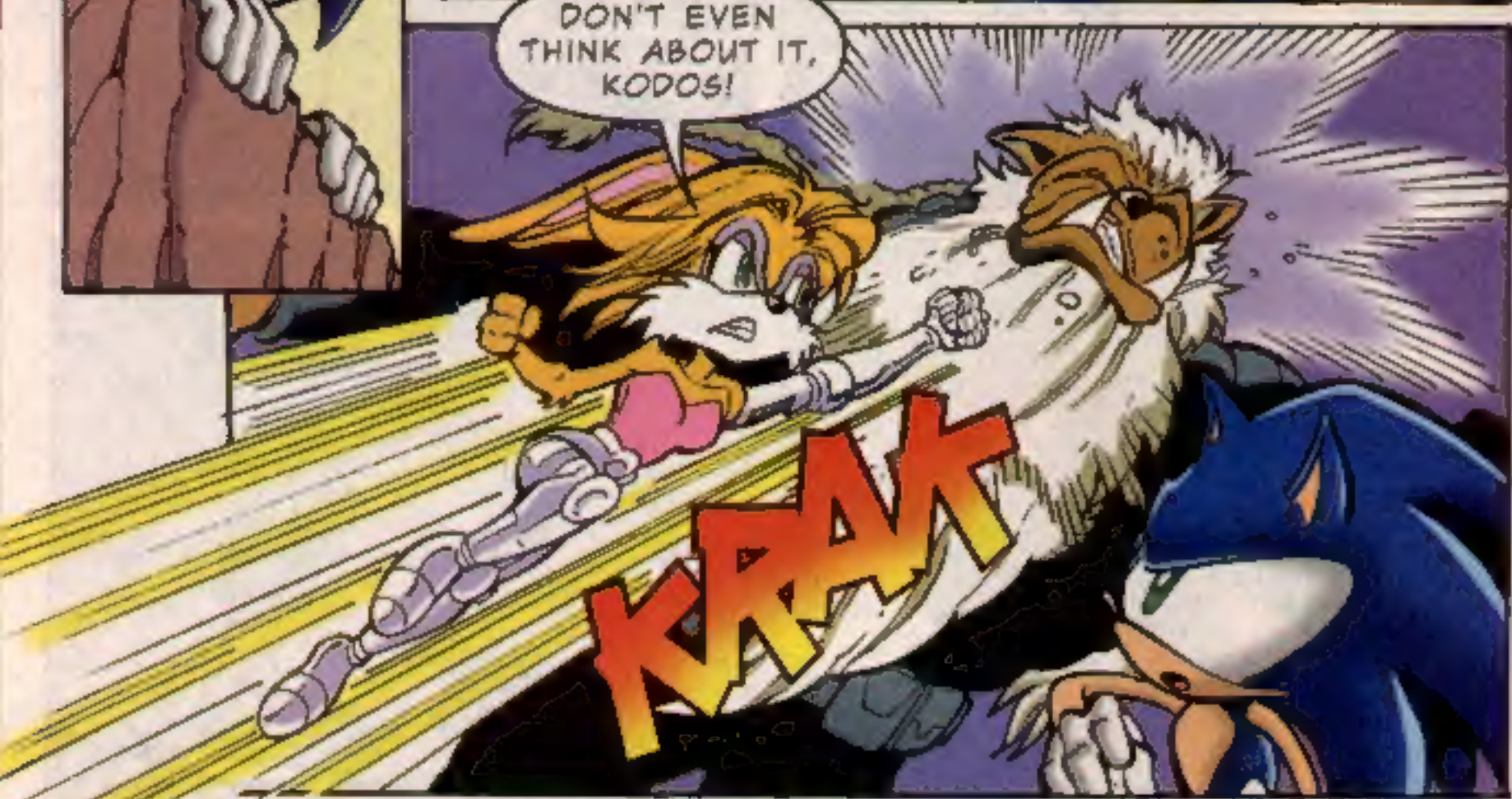


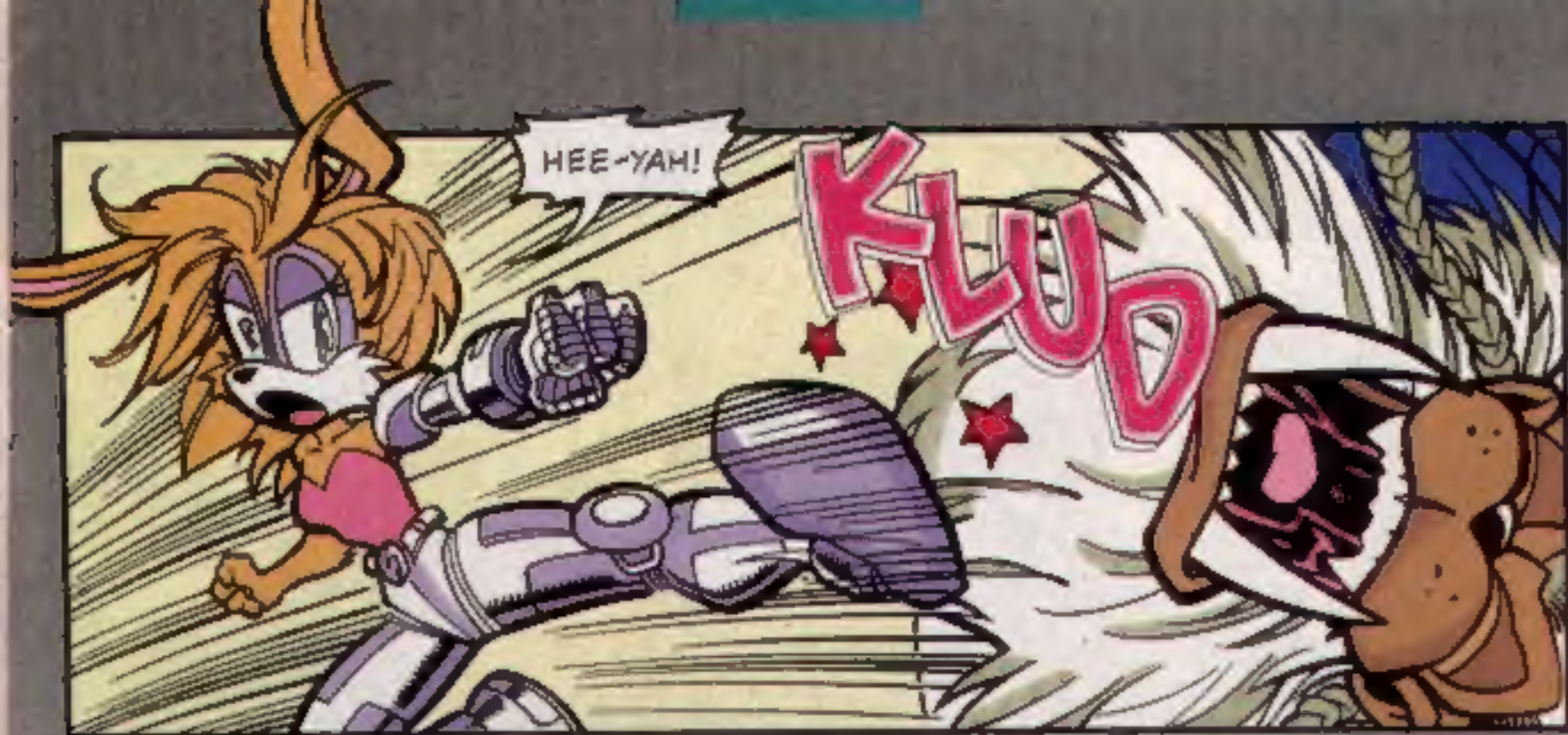


THERE IT IS, LIKE SHE
SAID, "LAID WITHIN THE
FOREST'S DEEPEST
SCAR..."

SCAR? MORE
LIKE A FISSURE.
AND NOW...









ELSEWHERE.



SURRENDER
ALL HOPE--

--AND PREPARE TO
BE ROBOTICIZED
IN THE NAME OF
DOCTOR ROBOTNIKI



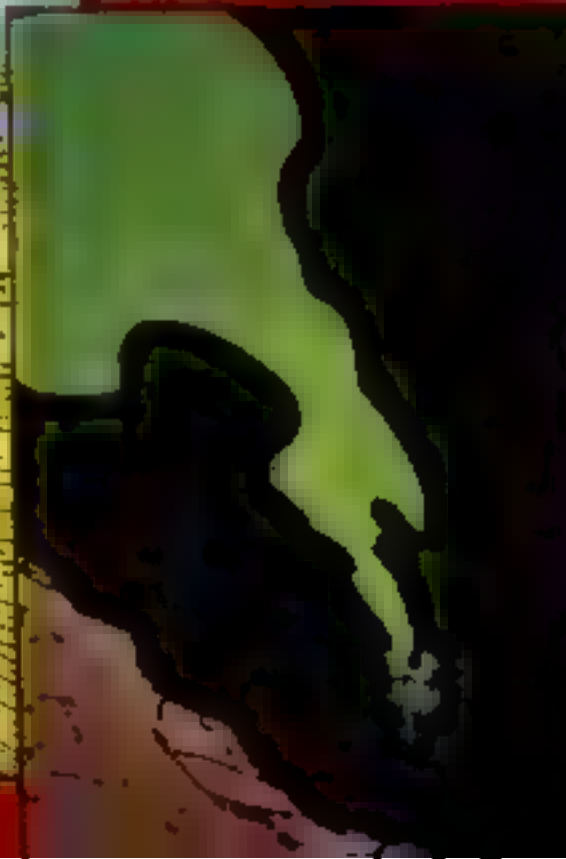
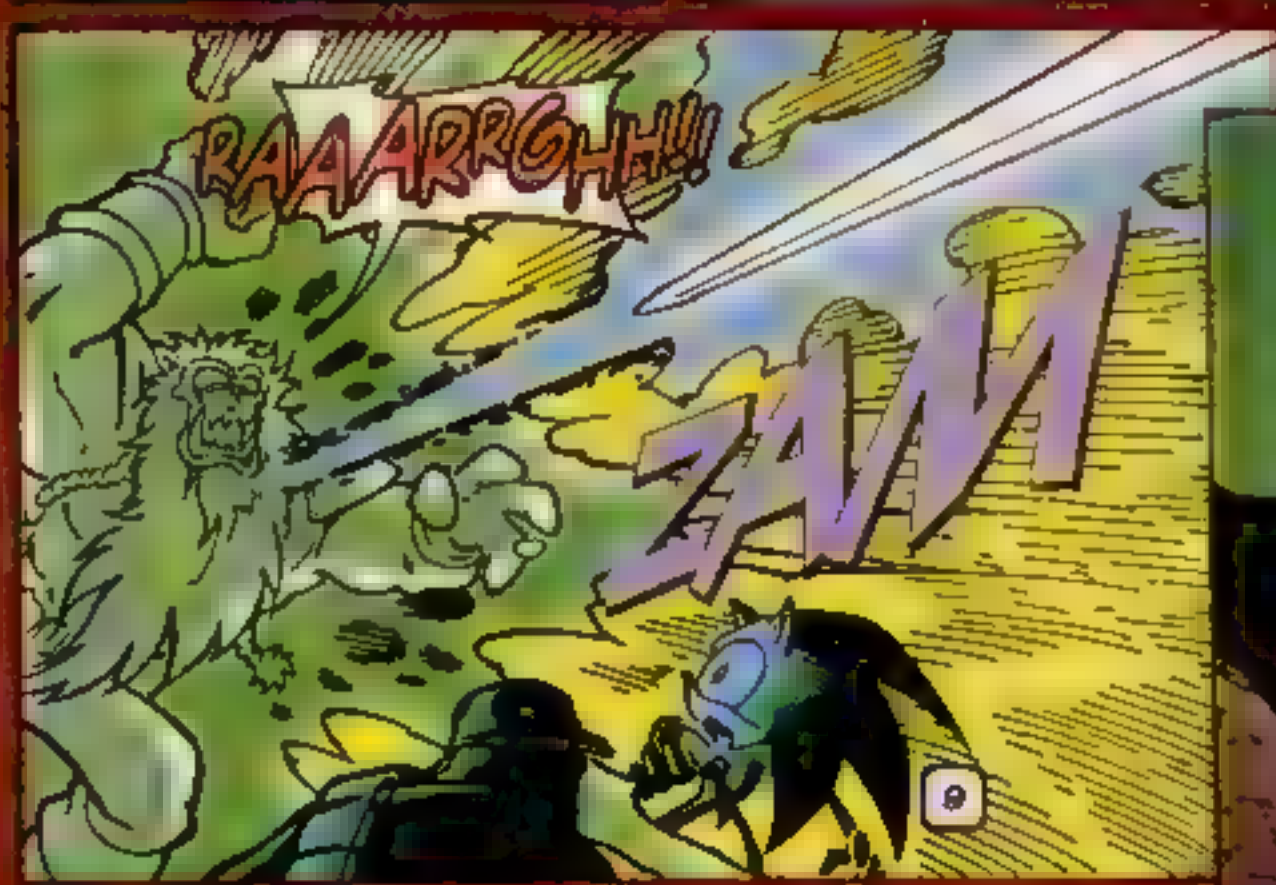
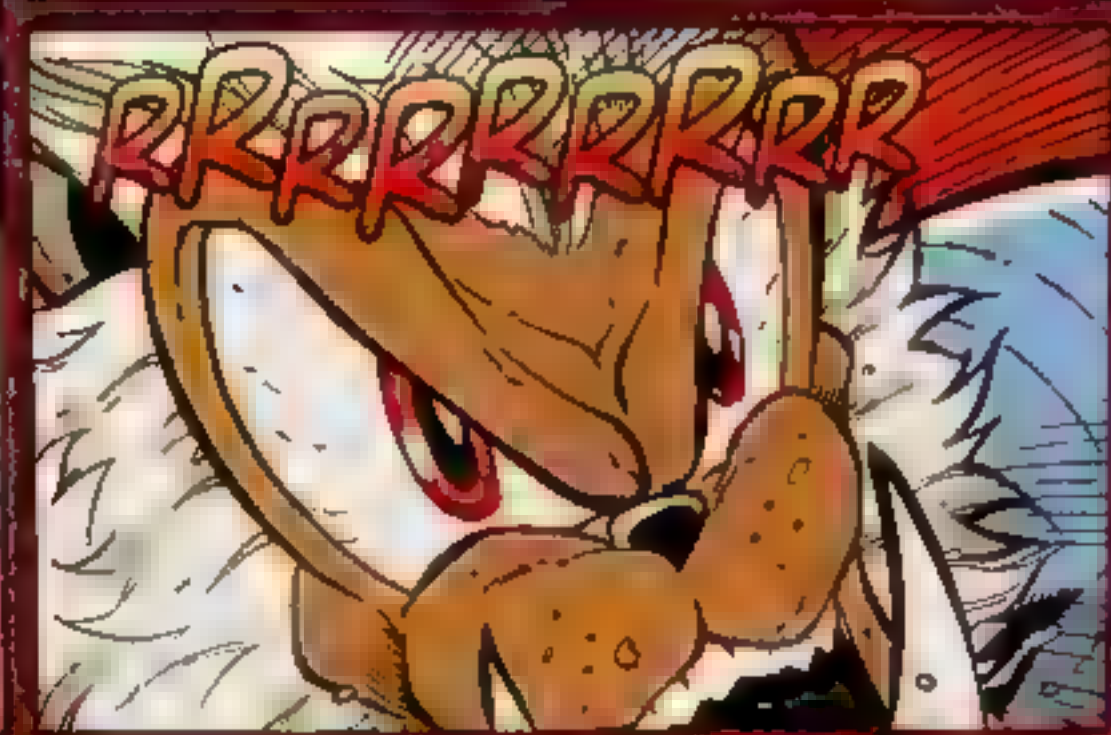
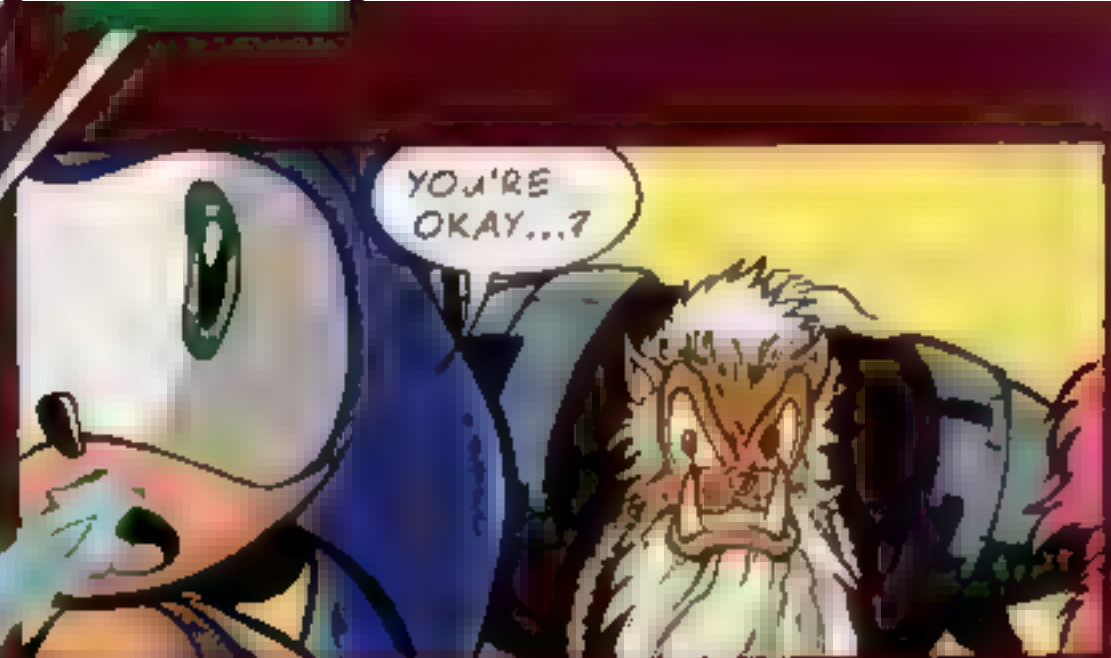
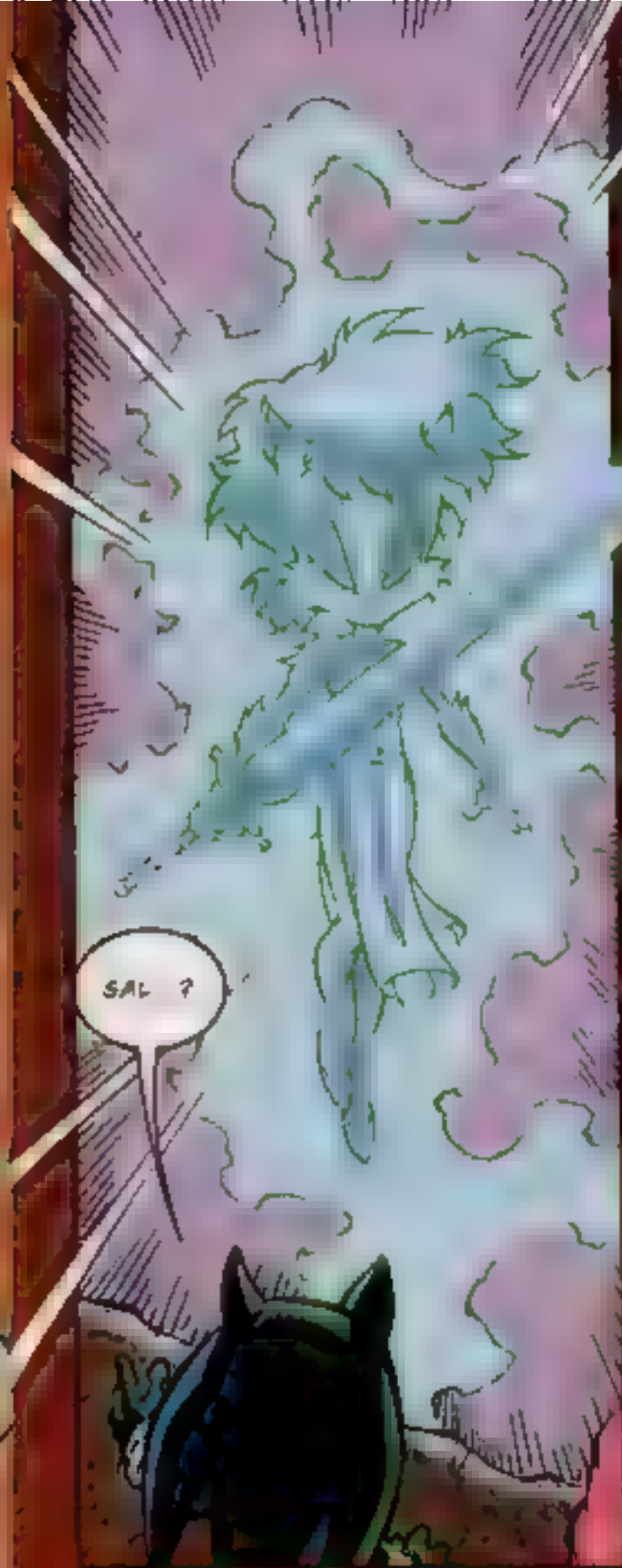
FIRST
THINGS
FIRST...

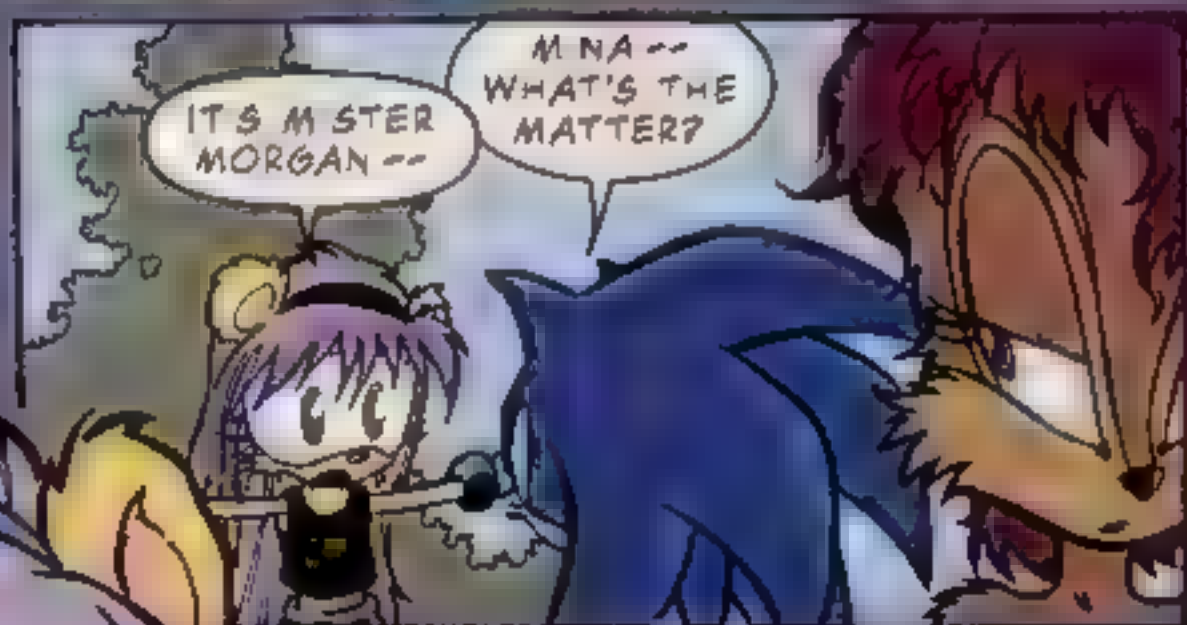
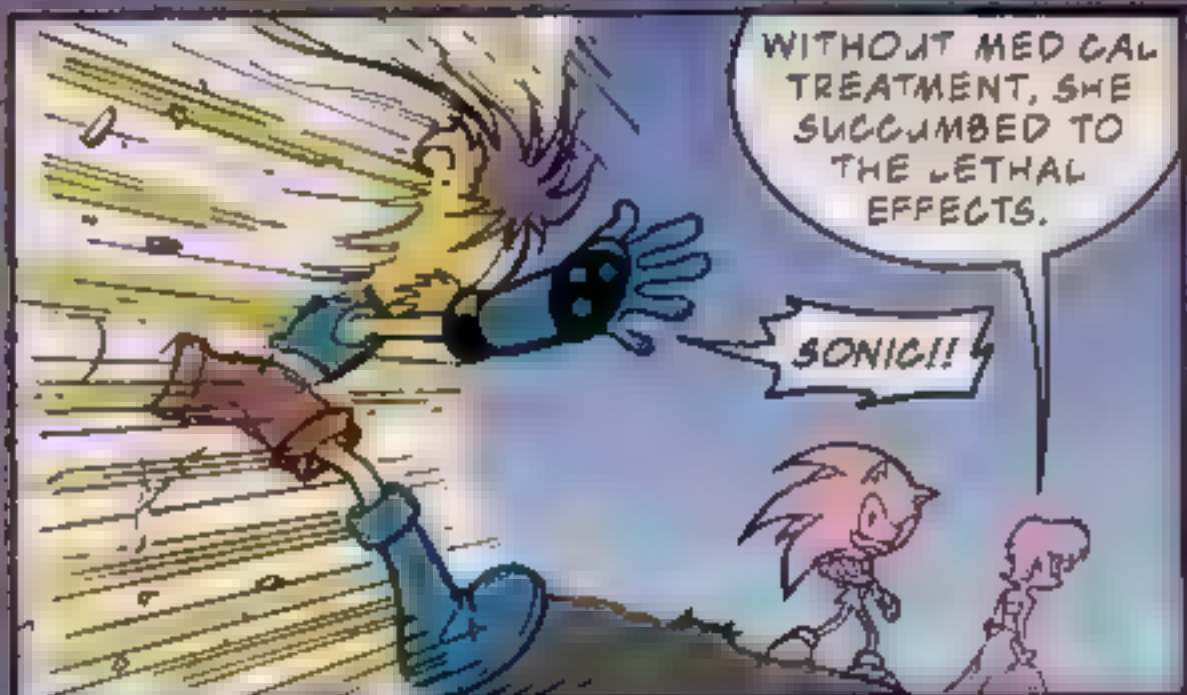
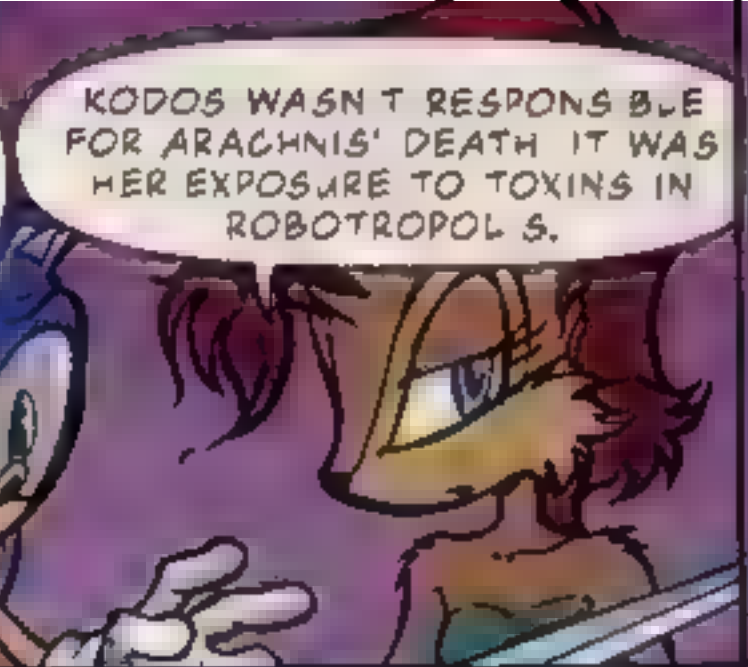
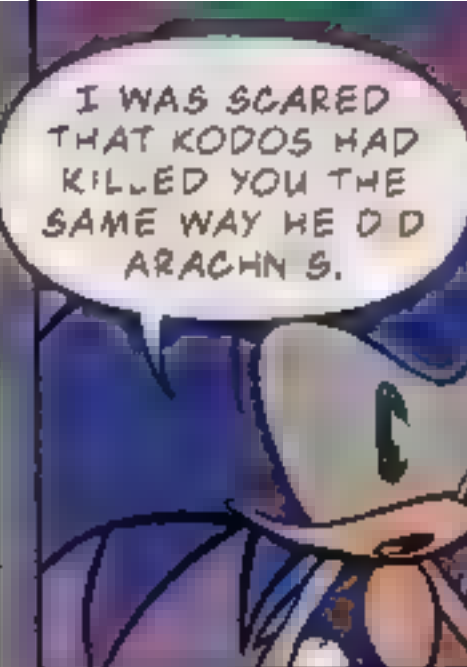


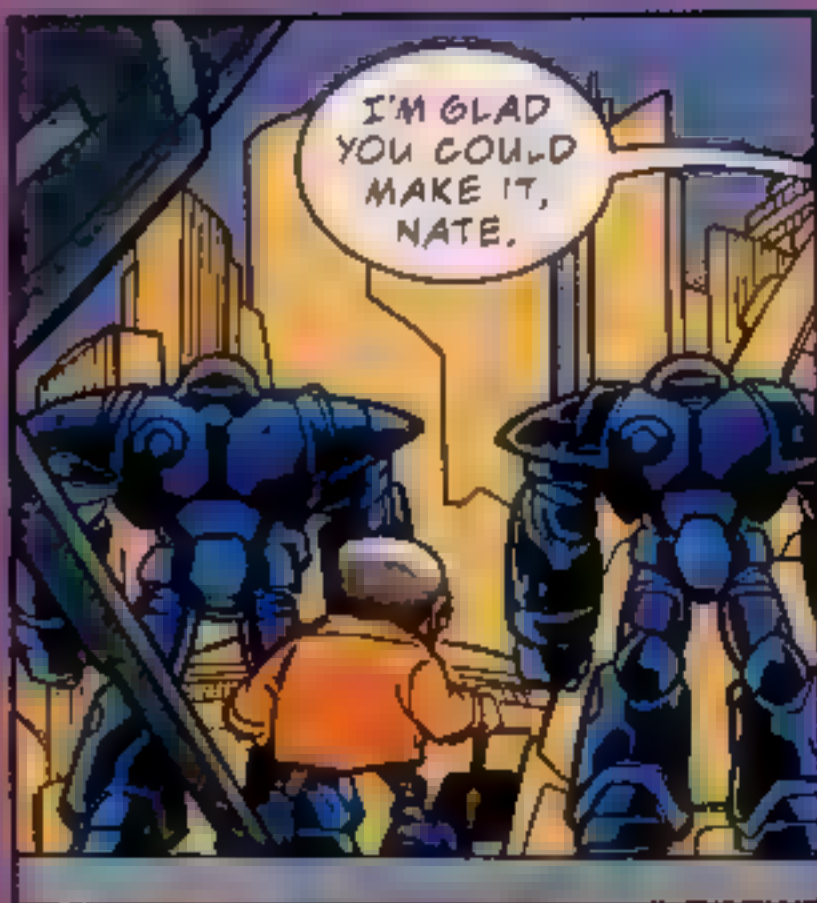
WELCOME TO
ROBOTROPOLIS, BAIT--
ER, I MEAN, NATE! WHEN
THAT HIPSTER HEDGEHOG
COMES TO YOUR
RESCUE...



...I'LL ACTIVATE MY
ENERGY-DOME AROUND
THE CITY, TRAPPING
HIM INSIDE!



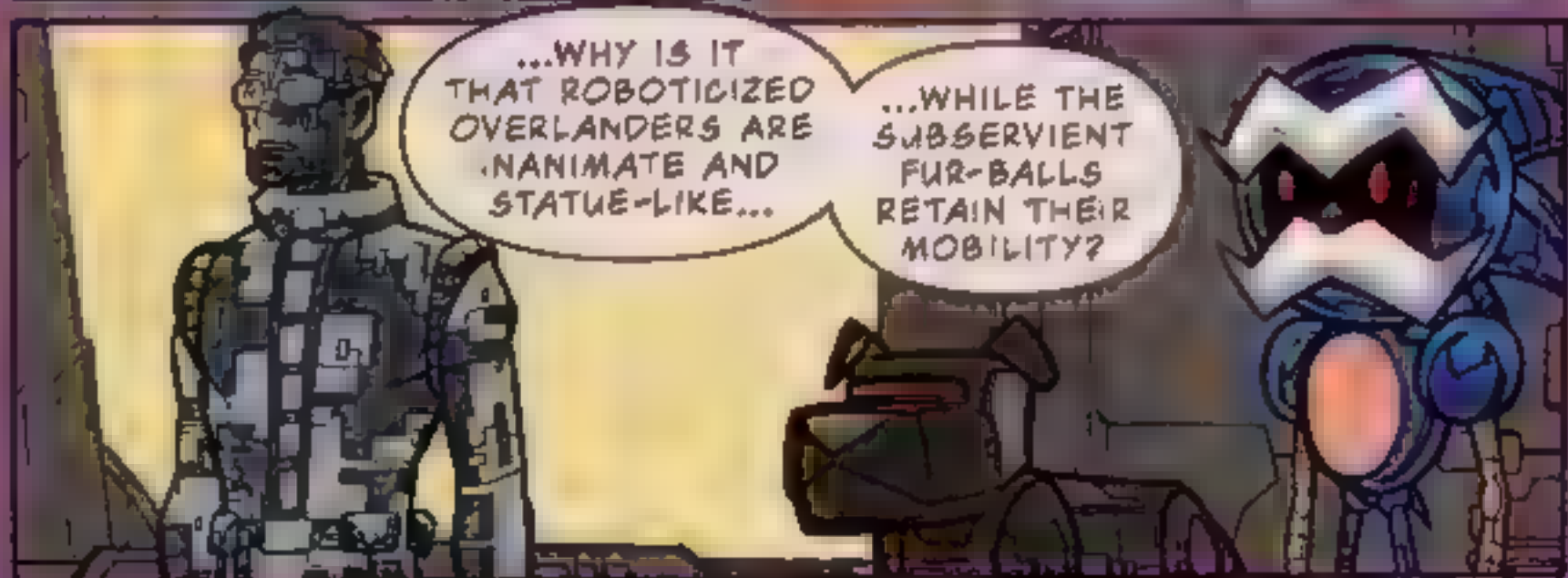




I'M GLAD
YOU COULD
MAKE IT,
NATE.

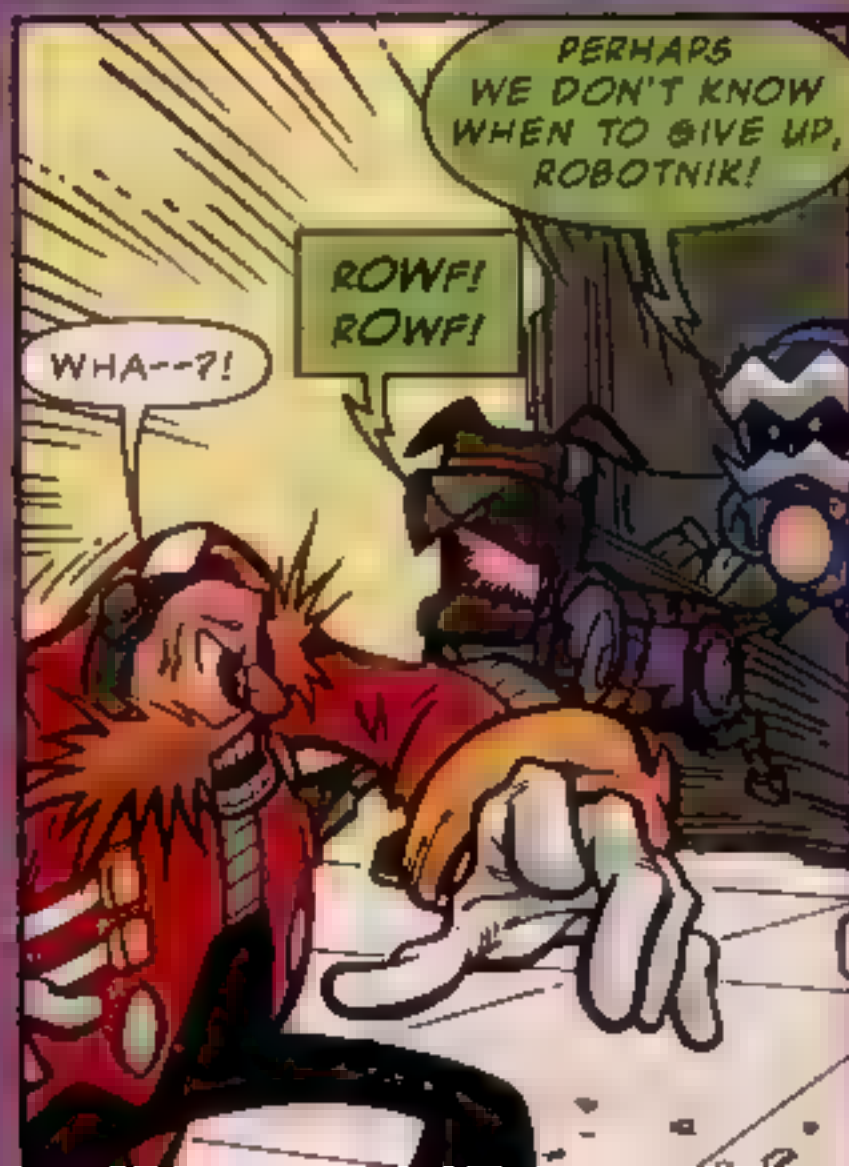


YOU'RE A
SCIENTIST, AREN'T
YOU? I'M FLUMMOXED!
PERHAPS YOU CAN
TELL ME...



...WHY IS IT
THAT ROBOTICIZED
OVERLANDERS ARE
INANIMATE AND
STATUE-LIKE...

...WHILE THE
SUBSERVIENT
FUR-BALLS
RETAIN THEIR
MOBILITY?



PERHAPS
WE DON'T KNOW
WHEN TO GIVE UP,
ROBOTNIK!

ROWF!
ROWF!

WHA--?!



NO! STOP
THEM!

HURRY,
NATE!

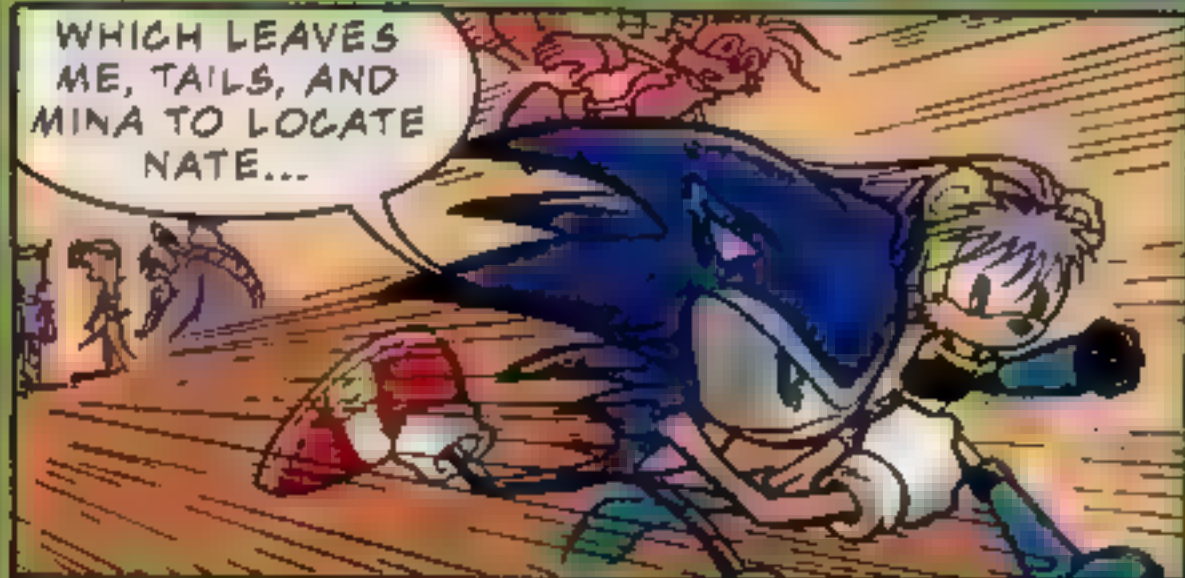


SO WE 'AVE
ARRIVED...

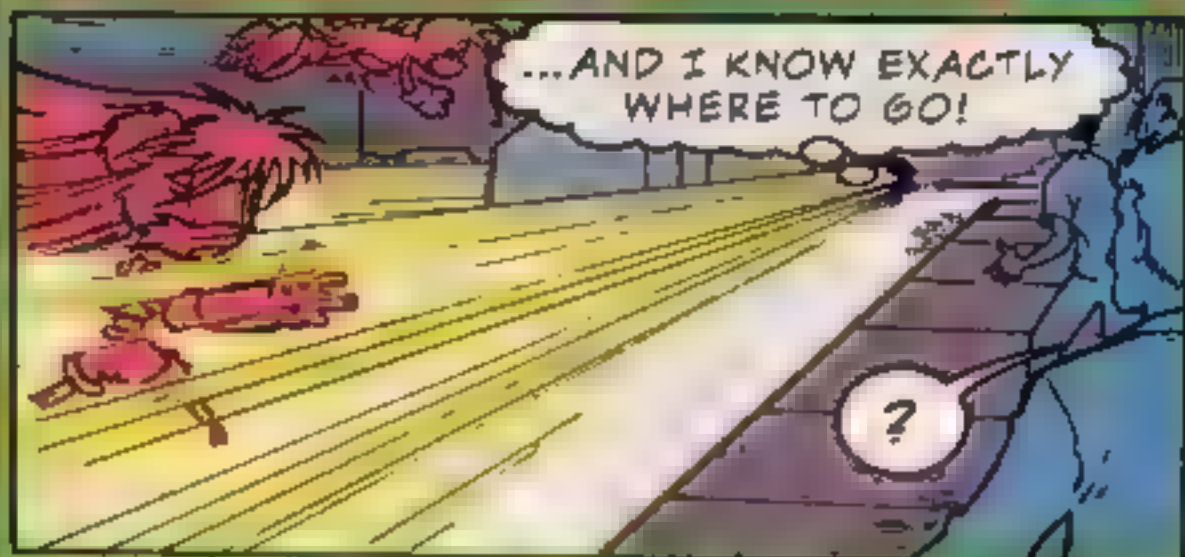
...OW SHALL WE CARRY
OUT ZEE PLAN?

WE SPLIT UP INTO
TEAMS--ROTOR, BUNNIE,
AND ANTOINE... COME
WITH ME.

WHICH LEAVES
ME, TAILS, AND
MINA TO LOCATE
NATE...



...AND I KNOW EXACTLY
WHERE TO GO!



JUST HOPE
I'M NOT TOO
LATE!



SURRENDER ALL HOPE AND
PREPARE TO BE ROBOTICIZED
IN THE NAME OF DOCTOR
ROBOTNIKI

I'VE
HEARD THAT
BEFORE!

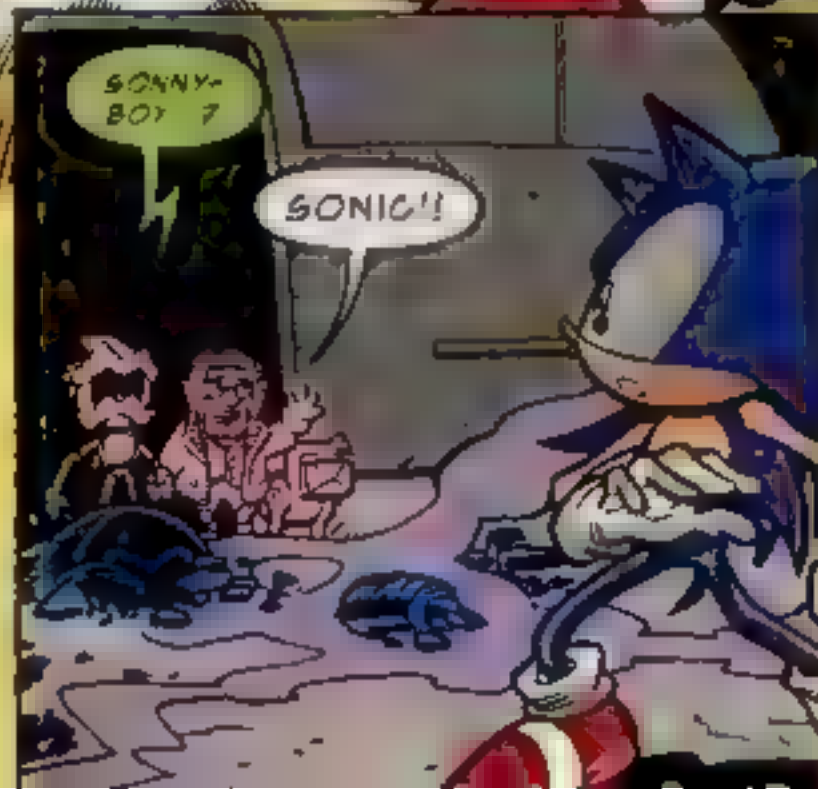
SO
HAVE I!

BUT UNLIKE ME,
ROBOTNIKI HASN'T YET
FOLLOWED THROUGH IN
YOUR CASE

HE'S GOING TO,
CHARLES... BUT, FIRST,
HE WANTS TO USE ME
TO WIRE--



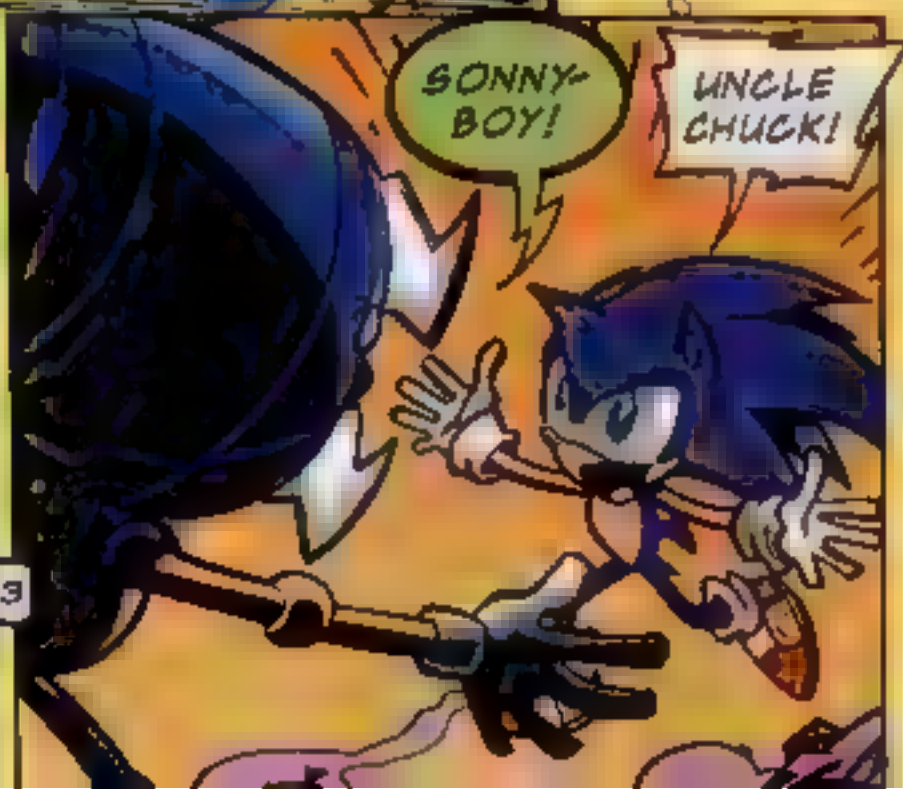
HASTA
LA VISTA,
M STAH!



SONNY-
BOY ?

SONIC!!

13



SONNY-
BOY!

UNCLE
CHUCK!

MEANWHILE...

THEY'RE IN
HERE, GANG--
ROTOR, CLOSE
THE DOOR.

YOU GOT IT,
PRINCESS!

THIS
PLACE EEZ
GIVING ME ZEE
CREEPIES!

DON'T WORRY,
ANTOINE...

...FINDING THE
ROBOTIC ZED MOBIANS
WAS THE EASY PART.

WHAT COMES
NEXT WILL REQUIRE
MUCH...

...MORE!

FW
AA
ASHH

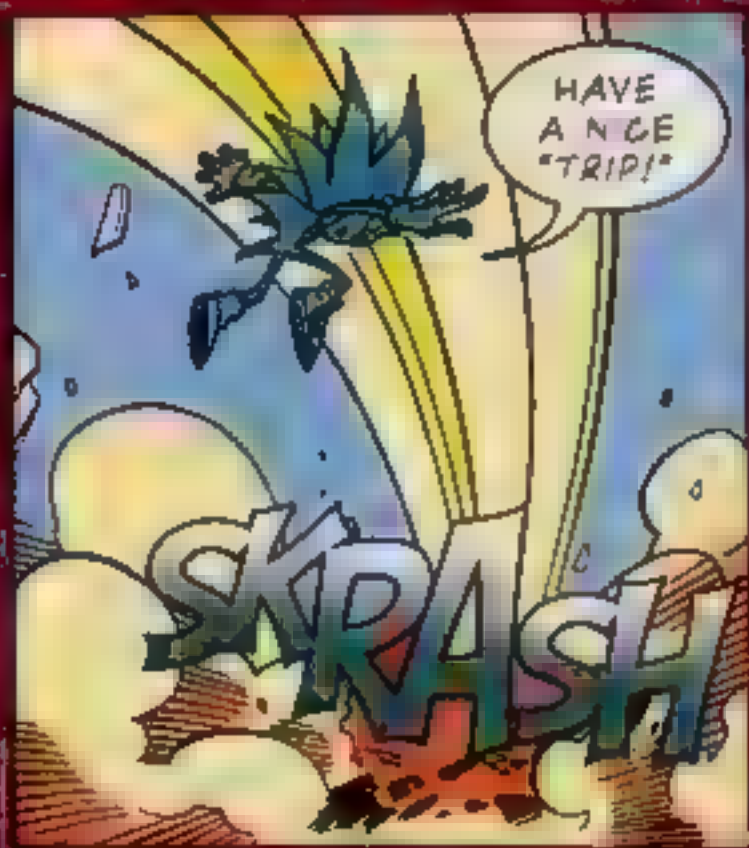
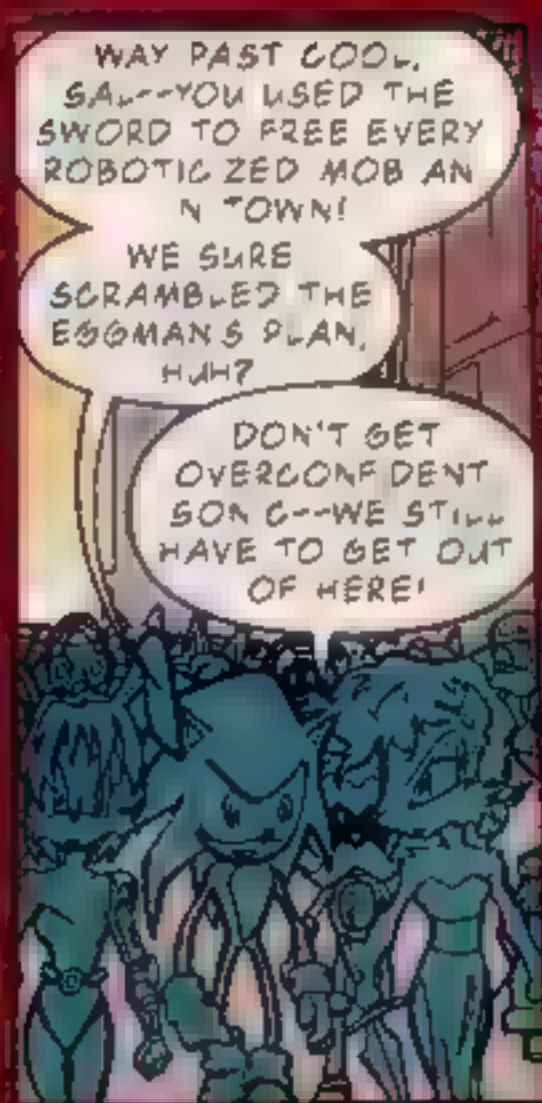
HUH? YOUR
HIGHNESS? WHAT
HAPPENED...?

WHERE ARE
WE...?

IN AN UNSAFE
PLACE...BUT NOT
FOR LONG! THIS
WAY!

?!
14

15





YES, THE
ENERGY-DOME,
WHICH MAKES
YOU ALL
PRISONERS
OF--



WHA--?! WHAT'S
HAPPENING?! NO--
THE DOME IS
DISSIPATING!!

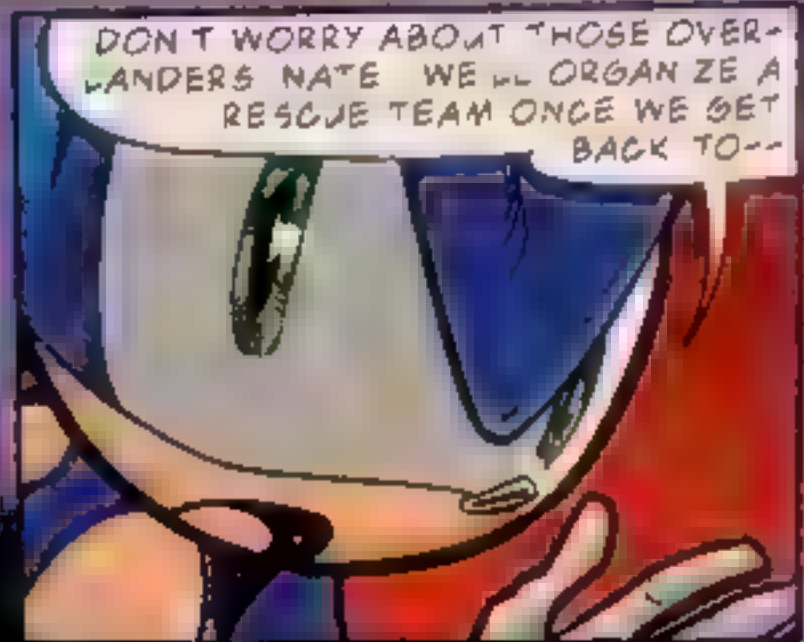


COME
BACK HERE! I
COMMAND
YOU!

GET A
LIFE!



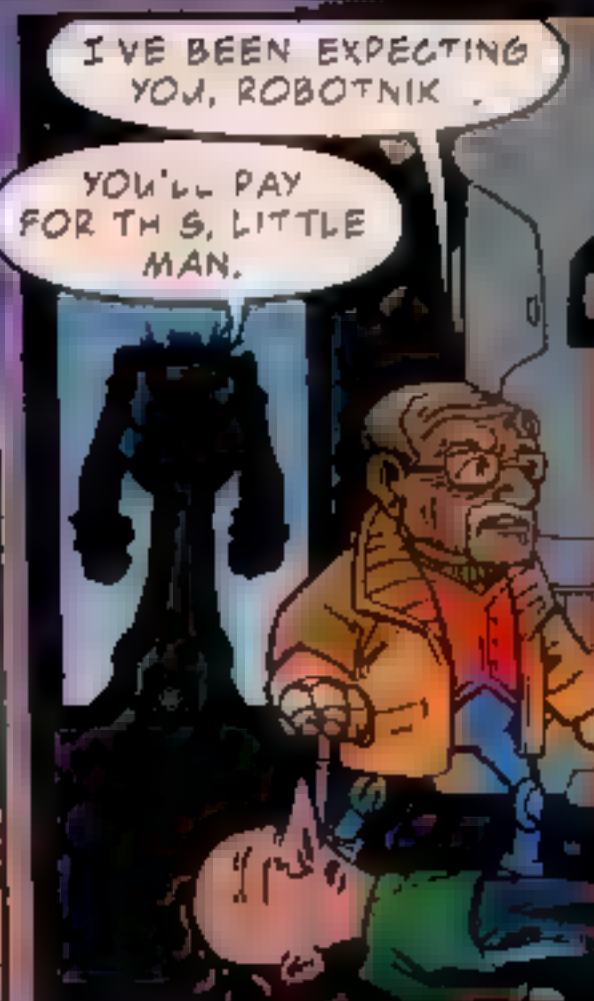
THE DOME'S POWER
GENERATOR--SOMEONE
WAS SUPPOSED TO BE
MANNING IT!



DON'T WORRY ABOUT THOSE OVER-
LANDERS NATE. WE'LL ORGANIZE A
RESCUE TEAM ONCE WE GET
BACK TO--



NATE?



I'VE BEEN EXPECTING
YOU, ROBOTNIK.

YOU'LL PAY
FOR THIS, LITTLE
MAN.



I
KNOW.

THE
END

SONIC GRAMS - MAMARONECH

THIS JUST IN!

WITH
JUSTIN
GABRIE

While I was busy working on other projects for other publishers back during the summer of '92, the brain trust of Archie was meeting with representatives from Sega to discuss the viability of putting out a comic series featuring a character created specifically for a game.

At around the same time, another publisher was producing comics featuring characters from games produced for Sega's biggest rival at that time, Nintendo. (And I should know, as I worked on some of those books as well.) Unfortunately for that publisher, those books tanked after a half a dozen issues or so, and as fate would have it, at around just the same time that Archie started publishing the first SONIC THE HEDGEHOG comic-series, cover dated February 1993.

During those early days, no one—and I do mean NO ONE—had any clue how well the series would do in the volatile comics market. We didn't even dare to dream long-term plans, but rather just went about the business of putting the next issue out.

It's nine years later, and we're still chugging along, celebrating our 100th issue in the first year of the new millennium. During the course of those nine years, Sonic has been imperious for five miniseries, about a dozen specials, two spin-off series, and a regular monthly series that still continues to draw readers old and new month after month.

To come this far it's taken the talent of a lot of professionals to produce the adventures of everyone's favorite hedgehog, and I'd like to acknowledge them here.

Writers Michael Gallagher, Angelo Decesare, Mike Kasterowicz, Kent Taylor, Tom Rothson, Karl Bolkers, Dan Slott, Roger Brown, Frank Stron (who also penciled his stories), Clayton Emery, Evan Shalnick, Jim Spry and Darvey Fingerath.

Pencilers Dave Hanks, Art Mahoney, Patrick Spaziante, Manny Galan, Sam Maxwell, Nelson Ortega, Nelson Ribeiro, John Hebert, Steven Butler, Jim Valentino, Chris Allan, James Fry, Colleen Doran, Ron Lim, Susan Faddock and various Pro Artists.

Inkers Jorge Pacheco, Bill White, Jon D'Agostino, Henry Scarpelli, Rich Koslowski, Harvey Mercadoocano, Brian Thomas, Phil Stacey, Jay Oliveras, Andrew Pepoy, Pam Eklund, Bob Wiacek, Salomon Crawford and Jim Amash.

Letterers Dan Malrossi, Bill Yoshida, Mandy Eisman, Luke Merfin, Vickie Williams and Jeff Powell.

Columnists Barry Grossman, Maao Tseretkas, Linda America, Kyle Hunter, Freddy Mendez, Lisa Ieraci, Frank Gagliardo, Josh D. Ray, Janice R. Ray and Stephanie Vozze.

Former Editors Daryl Edelman, Paul Casagkiz and Scott Fulop.

Sega Licensing reps Bob Harris, Susan Reyes, Jennifer Hume, Cynthia Wilkes, Mike Wallace, Jane Thompson and Robert Jellier (plus the efforts of Helen Ball from Strategy Licensing).

Editor, Art Director and one-time Sega rep Justin Gabrie.

Last but most certainly not least, I'd like to acknowledge the contributions of Managing Editor Victor Gorruck and publishers Michael Silberstein and Richard Goldwater, without whom none of this would have been possible.

On a personal note, I'd like to thank all the readers for their constant support, letters and drawings. It's because of you, the loyal readers, that I've worked on the series going on eight years now, having the time of my life.

And now that we've wrapped up our first 100 issues, what do you say we start on the second 100?

COMING ATTRACTIONS

Next issue: After all the fun and excitement, how could we hope to top ourselves? Well, thankfully we did, with two offbeat adventures that are more intertwined than it seems at first glance. Sonic and company experience life as they have never known it, but who or what is the cause? Could it possibly have something to do with Knuckles, who thinks the concept of altering events in the past is a pretty viable idea? This is one you won't want to miss.

Also: new features pages and the debut of... you'll have to find out next issue. It'll be worth it, I promise. Take care.

NOTE: Due to the overwhelming amount of e-mail and snail mail, it's impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations some correspondence may be edited.

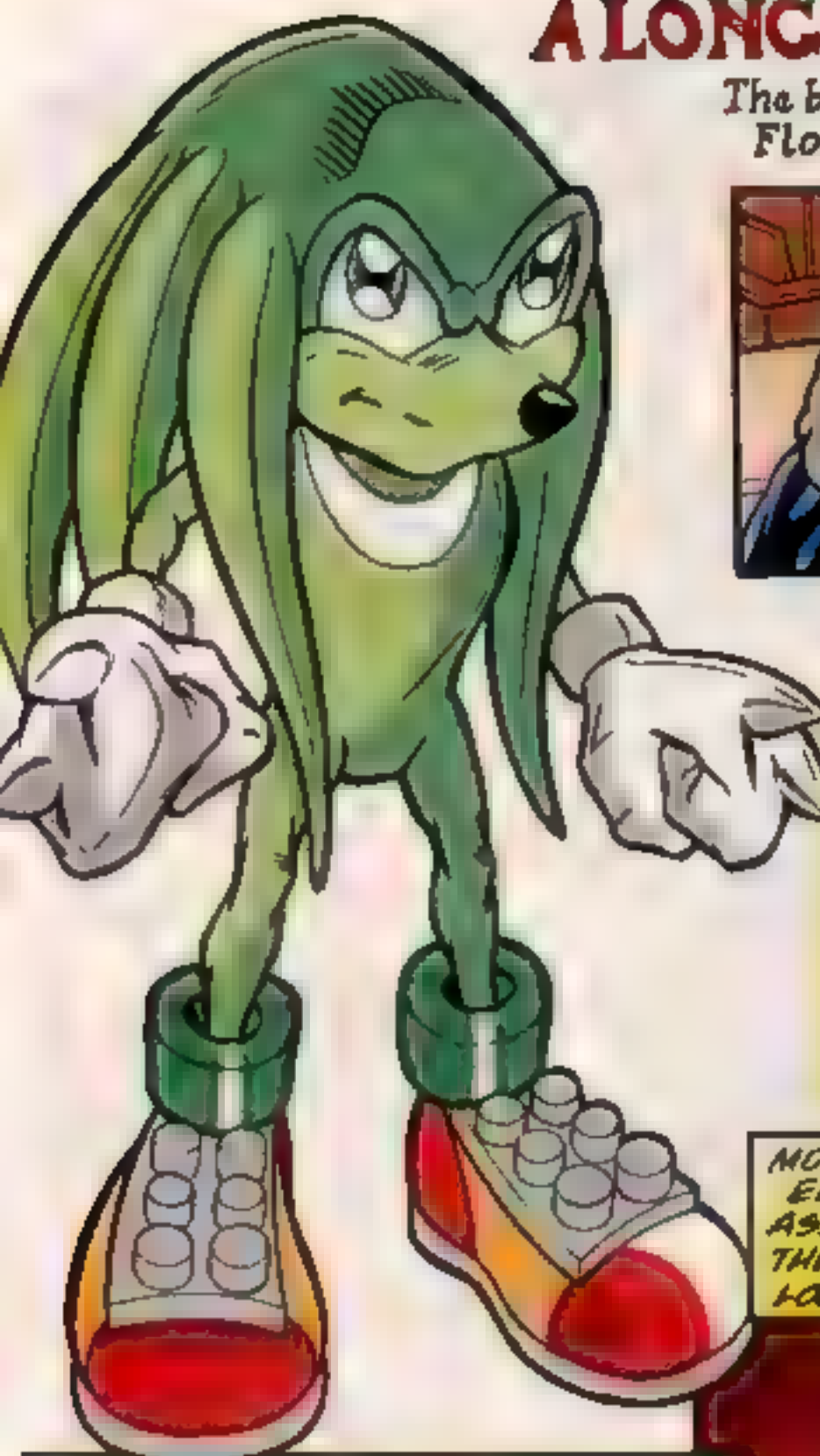
Thanks for understanding!



A LONG, LONG TIME AGO ON THE FLOATING ISLAND...

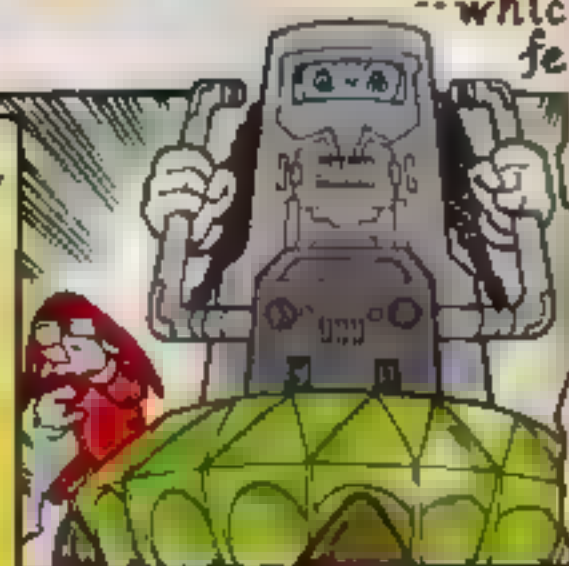
The brothers, Dimitri and Edmund, submitted a plan to restore the Floating Island to its original site on the

surface of Mobius--



--which
fe

IN A FIT OF RAGE, DIMITRI DECIDED TO ATTEMPT HIS SCHEME AND WAS ABLE TO HARNESS THE POWER OF THE CHAOS EMERALDS FOR HIS OWN ENDS.



MORE THAN FOUR HUNDRED YEARS LATER, EDMUND'S DESCENDENT, KNUCKLES, ASSUMED THE MANTLE OF GUARDIAN OF THE FLOATING ISLAND WHEN HIS OWN FATHER, LOCKE, HAD MYSTERIOUSLY VANISHED.



It was immediately rejected by those who feared the process to be too dangerous.

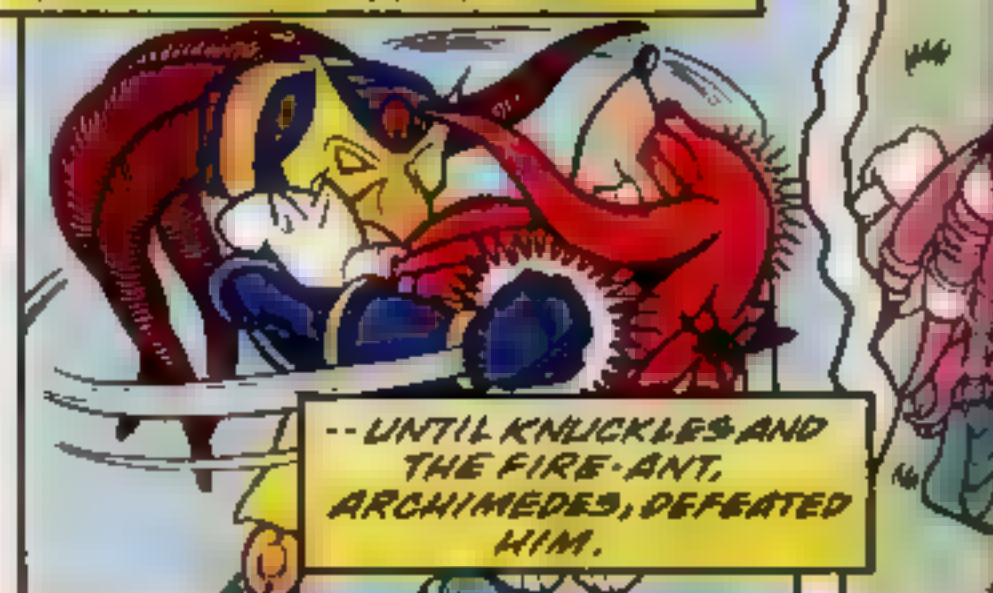
BEFORE DIMITRI GREW TOO POWERFUL, THE JOINT FORCES OF THE ECHIDNA AND FIRE-ANTS WERE ABLE TO OVERCOME HIM, COLLAPSING THE TOWER DIMITRI CREATED WHERE HE WOULD BE BURIED FOR THE AGES.



AS THE YEARS PASSED, THE BURDEN OF HIS LONELINESS BECAME AS KNUCKLES BEFRIENDED A NUMBER OF INDIVIDUALS WHICH, IN TURN, BECAME A CLOSE-KNIT GROUP.

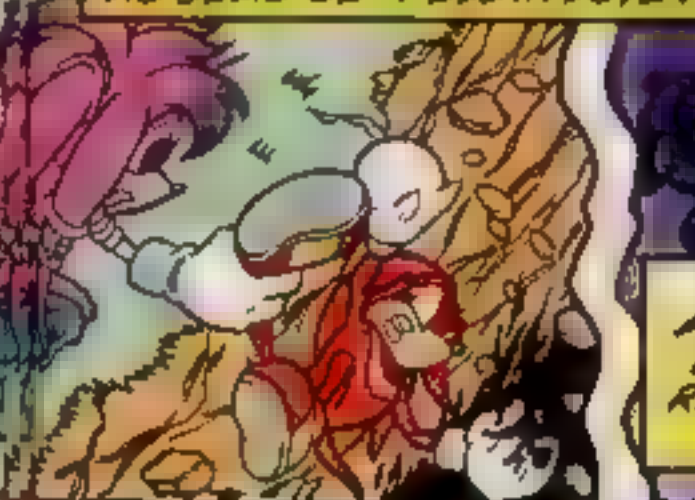


UNEXPECTEDLY, DIMITRI EMERGED FROM HIS CRYPT, REBORN AS THE ENTITY KNOWN AS ENERTAK, AND THREATENED TO BEGIN ANEW WHERE HE HAD LEFT OFF--

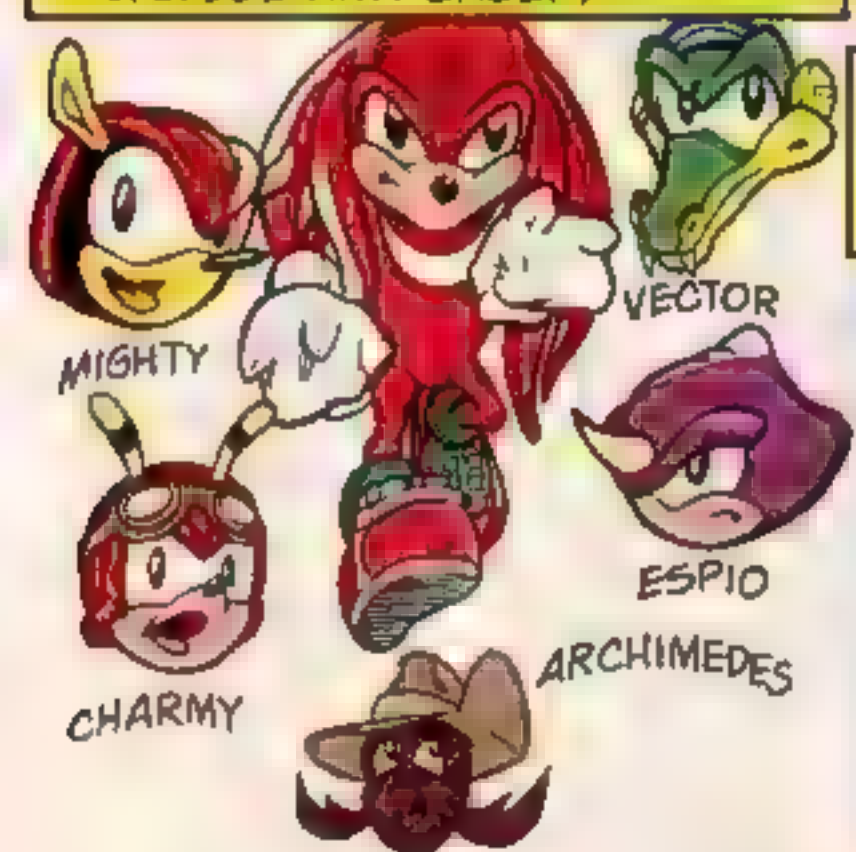
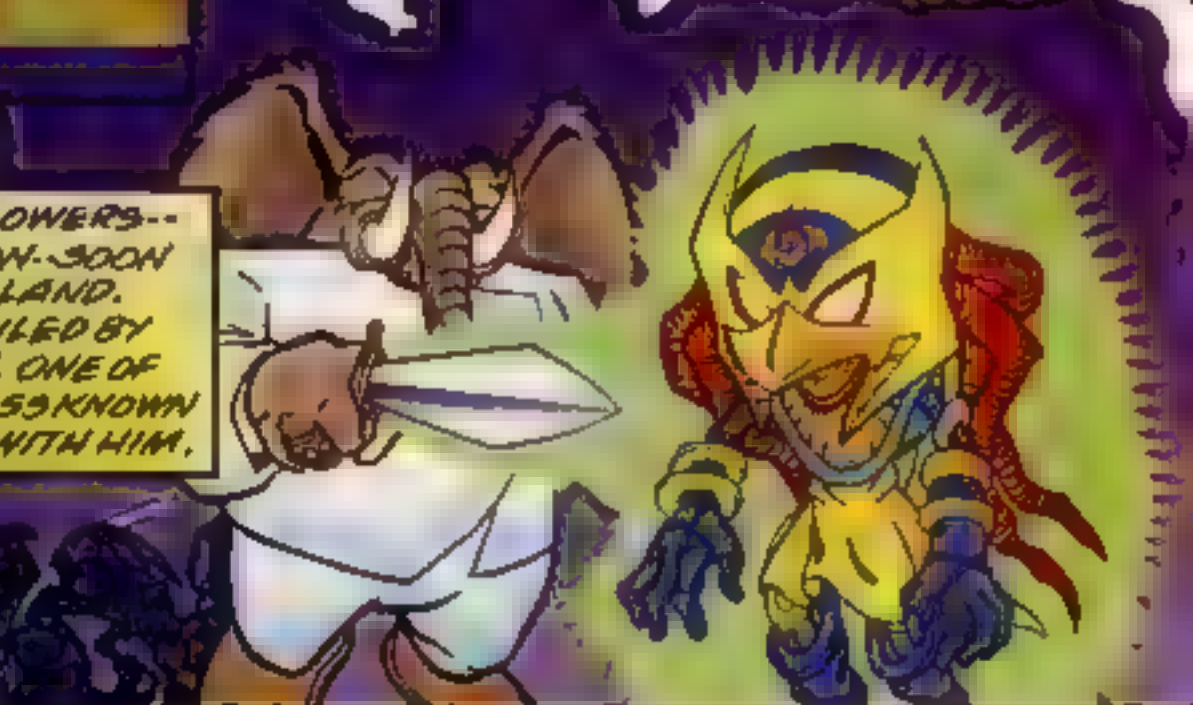


--UNTIL KNUCKLES AND THE FIRE-ANT, ARCHIMEDES, DEFEATED HIM.

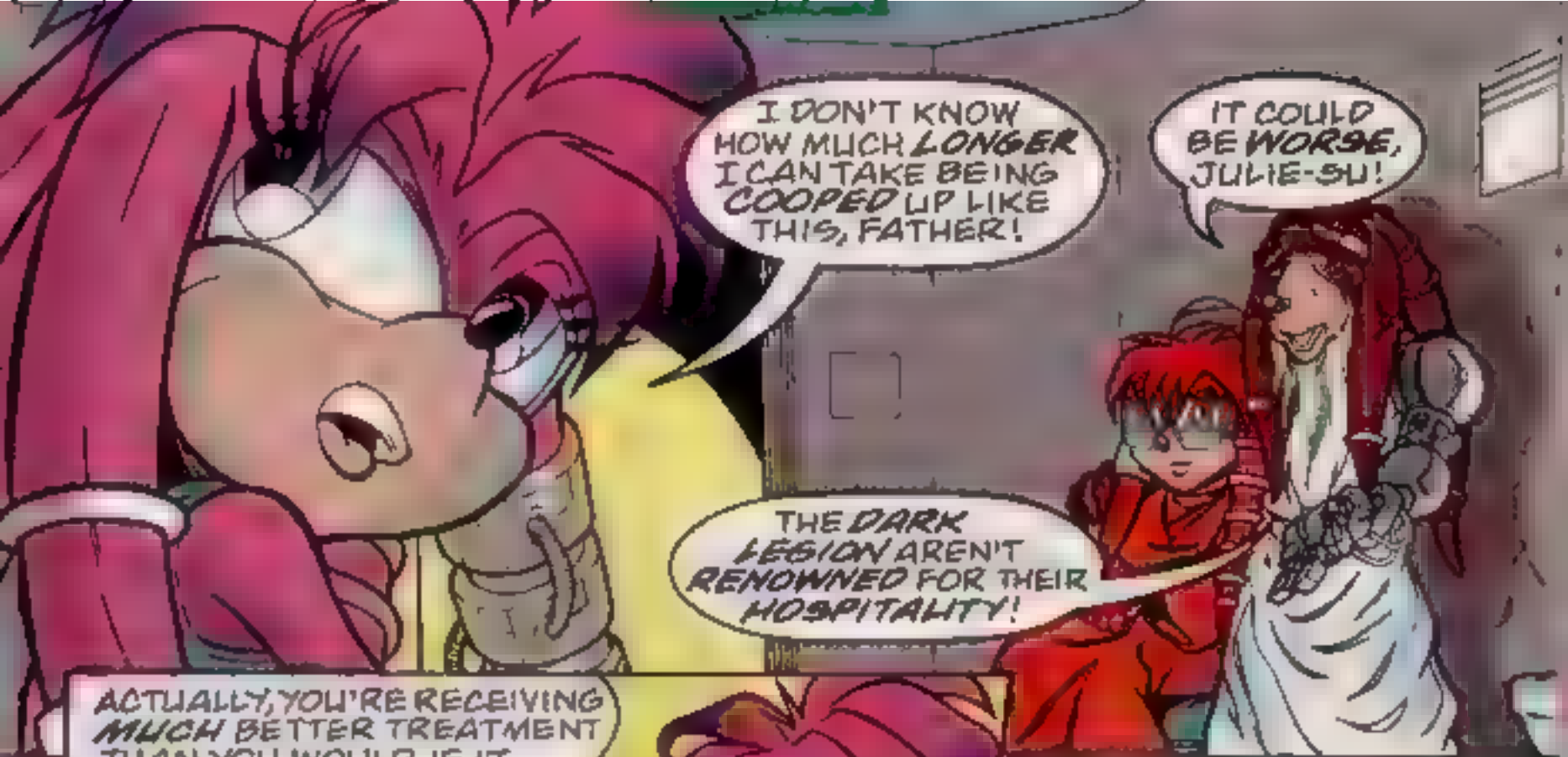
A GROUP OF DIMITRI'S FOLLOWERS-- KNOWN AS THE DARK LEGION-- SOON INVADDED THE FLOATING ISLAND. THEIR PLANS WERE SOON FOILED BY KNUCKLES, AND EVENTUALLY, ONE OF THEIR MEMBERS--A COMELY LASS KNOWN AS JULIE-SU--FELL IN LOVE WITH HIM.



DIMITRI WOULD AGAIN RETURN TO THREATEN KNUCKLES AND HIS FRIENDS, BUT ANOTHER ENEMY STEPPED IN AND DRAINED HIM OF HIS CHAOS-BASED POWERS, WHICH RESULTED IN DIMITRI REQUIRING CYBERNETIC IMPLANTS IN ORDER TO SAVE HIS OWN LIFE.



AND NOW, KNUCKLES AND DIMITRI MEET AGAIN...



I DON'T KNOW
HOW MUCH LONGER
I CAN TAKE BEING
COOPED UP LIKE
THIS, FATHER!

IT COULD
BE WORSE,
JULIE-SU!

THE DARK
LEGION AREN'T
RENOWNED FOR THEIR
HOSPITALITY!

ACTUALLY, YOU'RE RECEIVING
MUCH BETTER TREATMENT
THAN YOU WOULD IF IT
WERE UP TO ME!



LIEN-DA!

YOU'LL ADDRESS
ME AS
KOMMISSAR!

I ACKNOWLEDGE
NO KINSHIP TO
YOU!



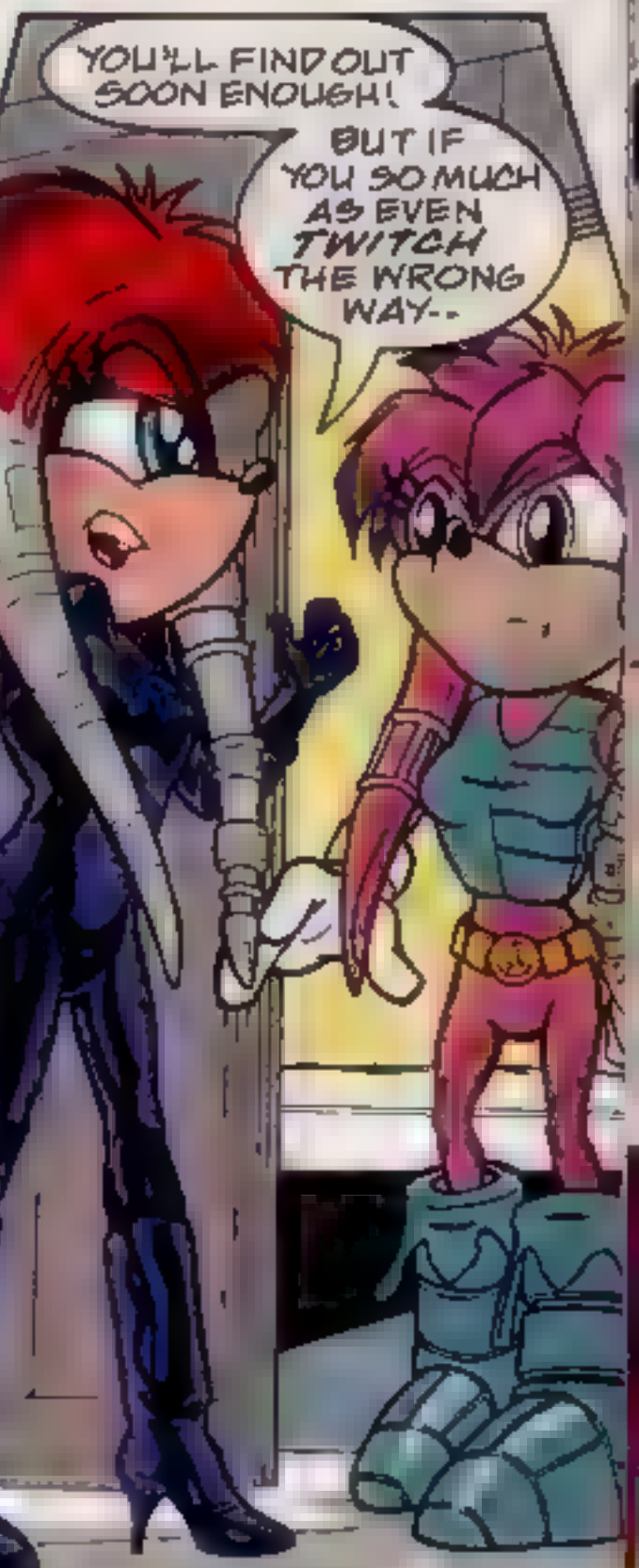
BUT I'M
YOUR
SISTER!



HALF-SISTER
AT BEST!

AND HOWEVER MUCH I
MAY DESPISE YOU,
IT'S DIMITRI WHO
REQUIRES YOUR
PRESENCE ON
THE BRIDGE!

WHATEVER
FOR?



YOU'LL FIND OUT
SOON ENOUGH!

BUT IF
YOU SO MUCH
AS EVEN
TWITCH
THE WRONG
WAY--

"--NO POWER ON
MOBILIS COULD
SAVE YOU!"

I MUST
LOOK LIKE THE
PRIZE CHUMP
TO YOU--

--NOT FIGURING OUT
IT WAS YOU AND YOUR
BULLY BOYS BEHIND ALL
MY PROBLEMS!

MAYBE
NOT AS
MUCH AS
YOU THINK,
GREAT-
NEPHEW!

I NEVER
EXPECTED TO
FIND YOU
HERE!

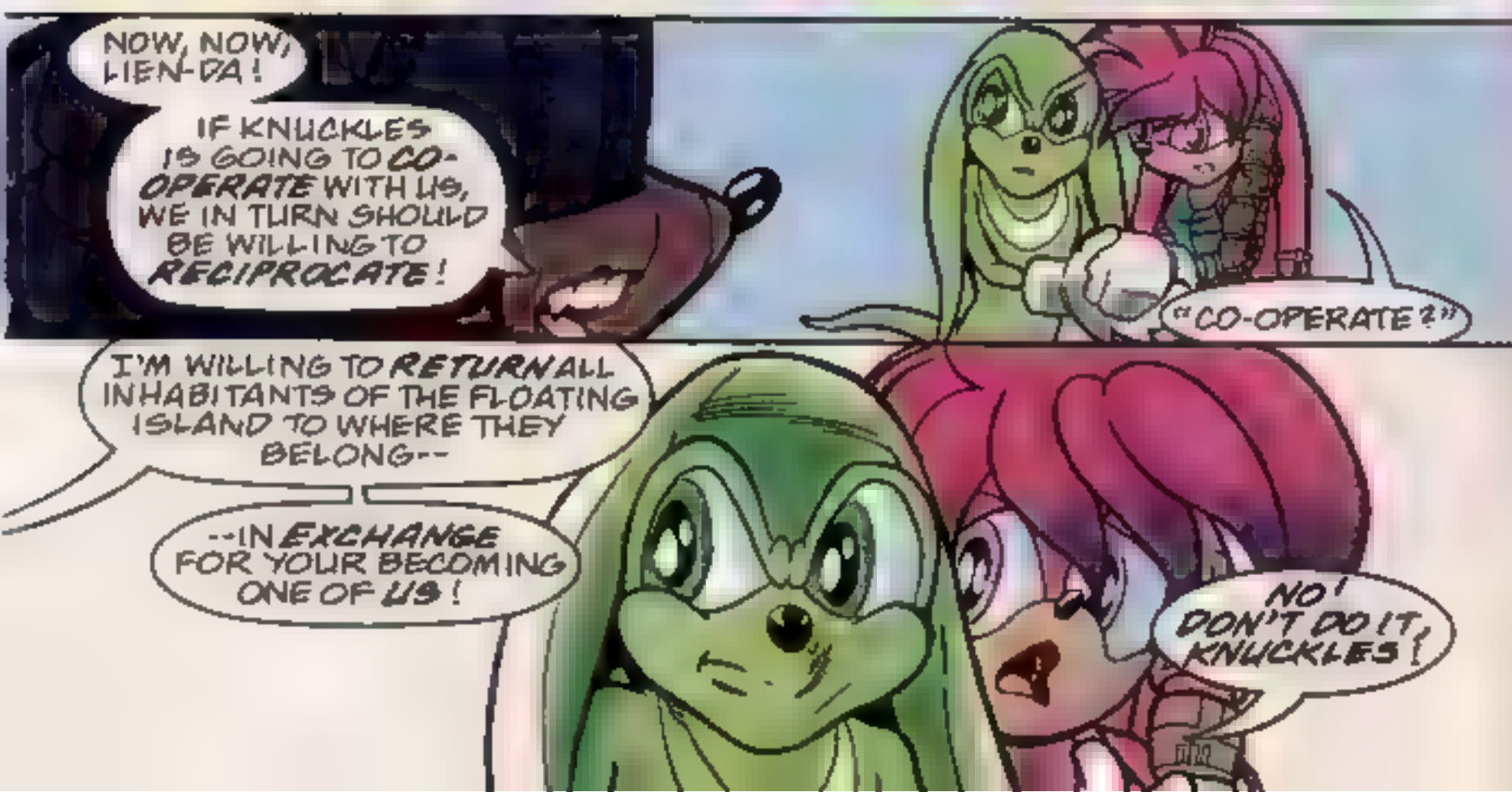
WHEN I
ORDERED THE
FIRING OF THE
QUANTUM
BEAM,
I THOUGHT YOU
WERE CONSIGNED
ALONG WITH
EVERYONE ELSE
TO ANOTHER
ZONE--MY
REVENGE UPON
ALL OF YOU
COMPLETE!

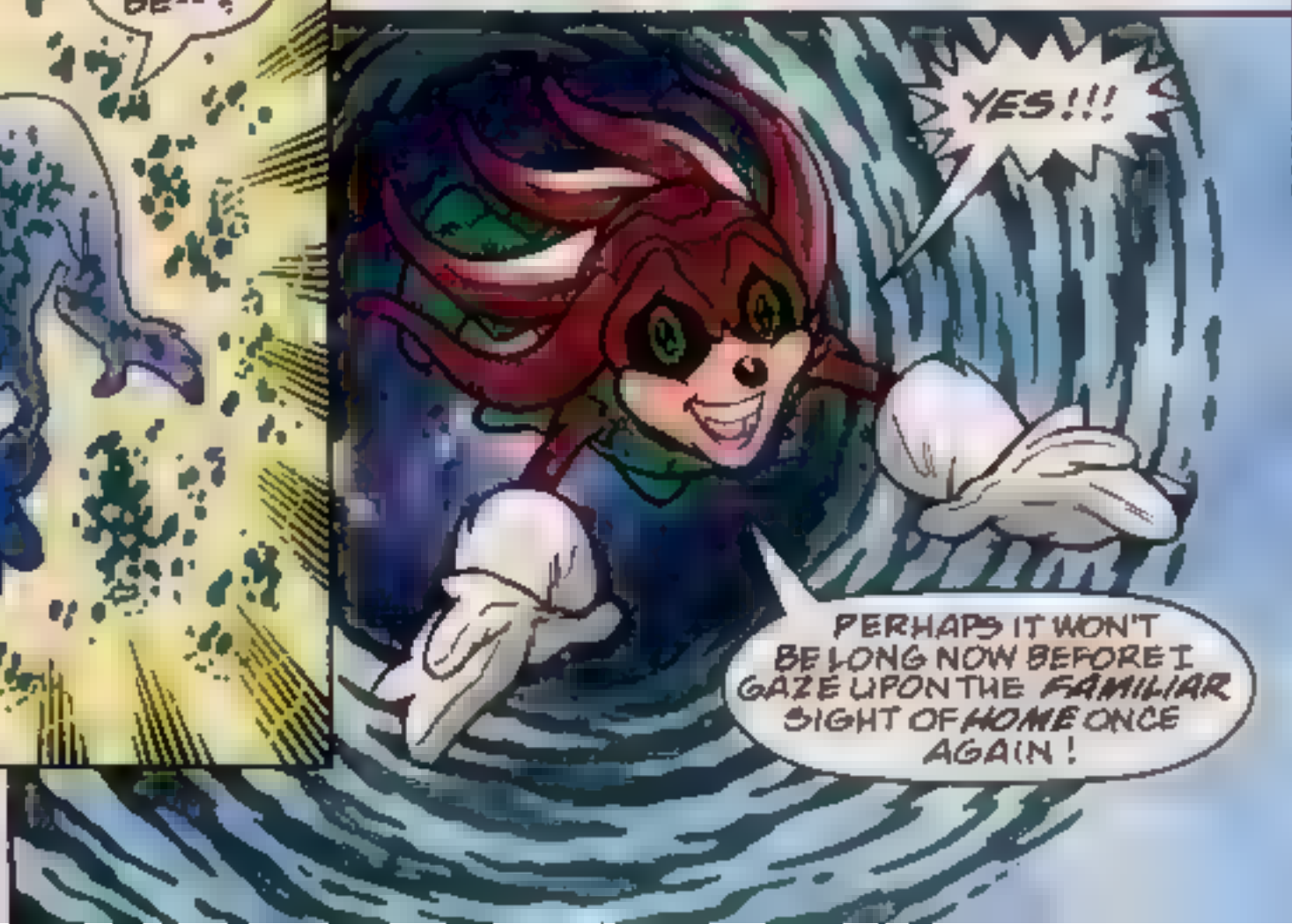
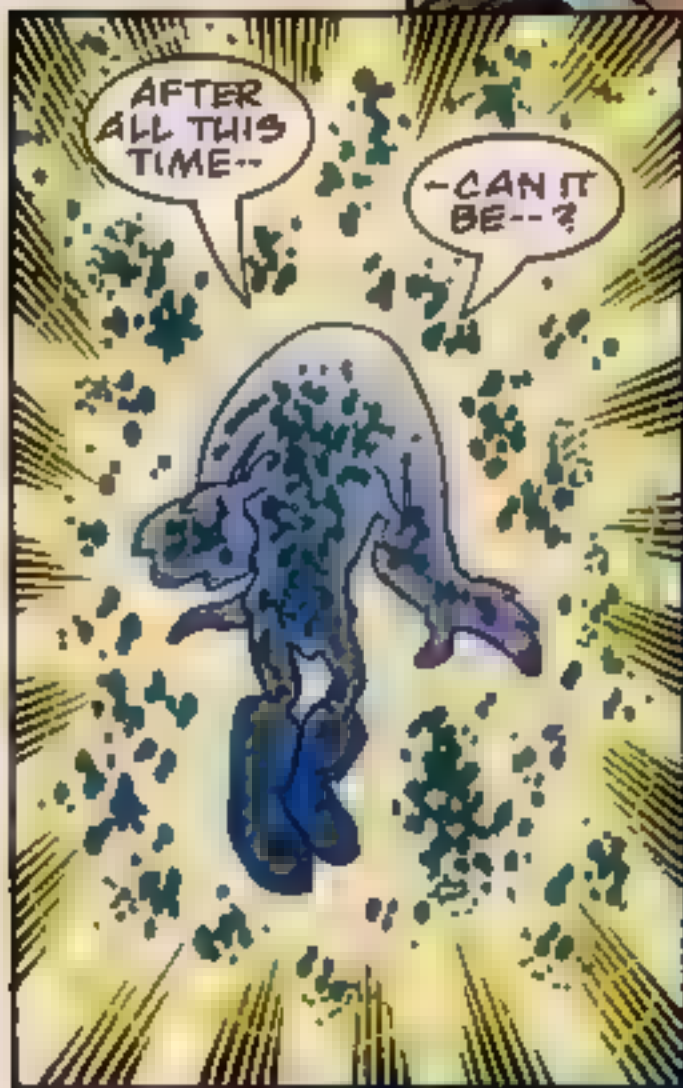
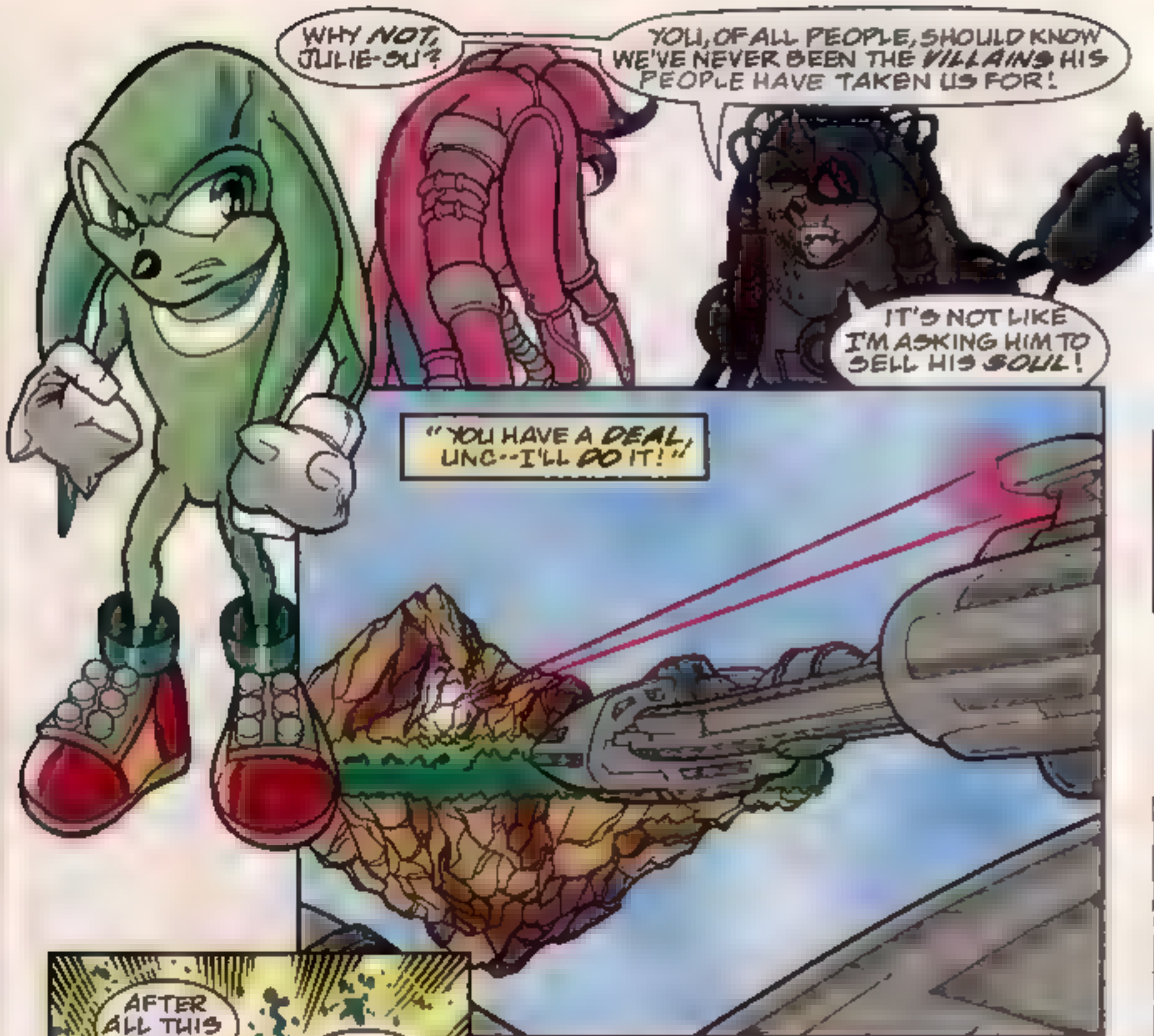
GUESS
AGAIN,
"UNC!"

NOT ONLY
DIDN'T YOU
FINISH THE
JOB--

--BUT YOU'RE GONNA
RESTORE EVERYONE
BACK TO WHERE THEY
BELONG!

YOU
DARE
THREATEN
ME?!!

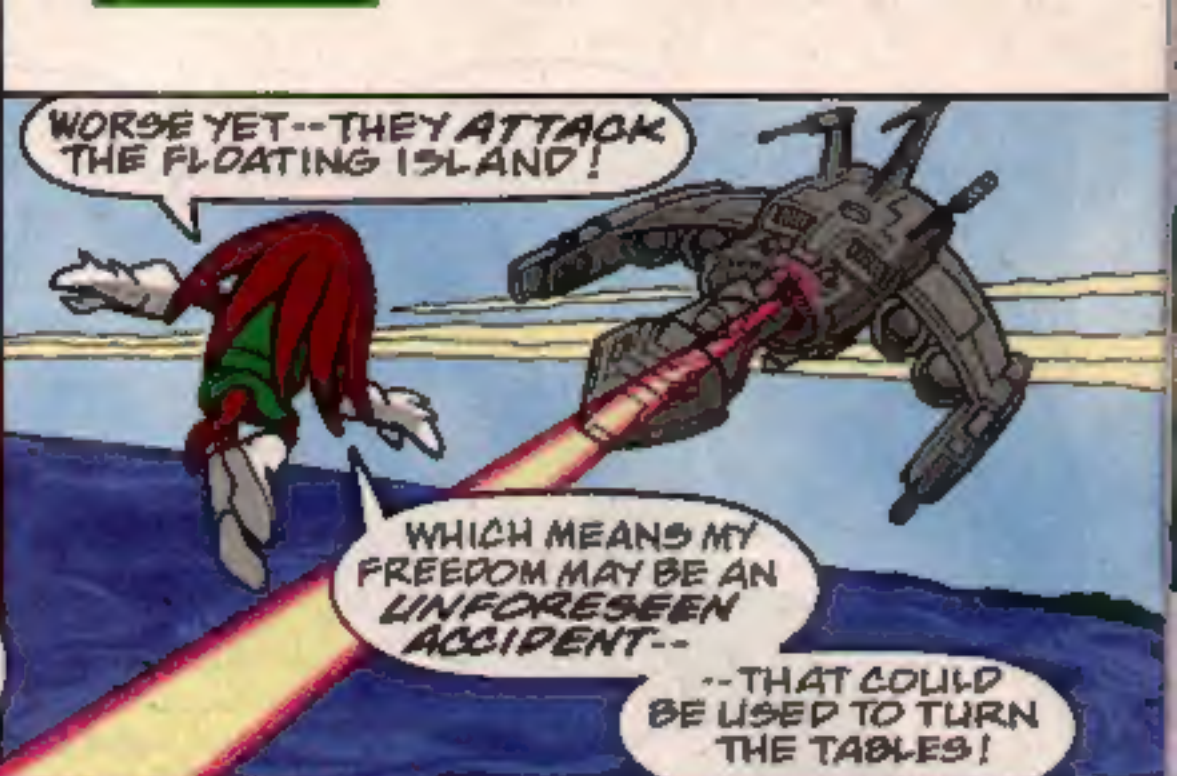






NO!

HOW CAN THE FATES
BE SO CRUEL THAT MY
BENEFACTORS SHOULD
TURN OUT TO BE MY
WORST ENEMIES?



WORSE YET--THEY ATTACK
THE FLOATING ISLAND!

WHICH MEANS MY
FREEDOM MAY BE AN
UNFORESEEN
ACCIDENT--

--THAT COULD
BE USED TO TURN
THE TABLES!



HOW COULD YOU
FORGET ABOUT ME,
OLD FRIEND?

AND AFTER ALL
WE'VE BEEN THROUGH
TOGETHER--!

KRAGOR!!!



YOU AND ME HAVE
A SCORE TO SETTLE,
TOBOR!

YOUR KIND
COULD NEVER
HOPE TO MAKE
GOOD ON
WHAT THEY OWE
ME!



AND IF I
MUST DIE TO END
THE MADNESS
OF DIMITRI'S
FOLLOWERS--

--SO
BE IT!

NO! NO!
NOOOOOOOO!!!



KERBLAAM!!!



WHAAM!!!

ALL STATIONS
REPORT!

AT EASE!

WE COULD
BE UNDER
ATTACK!

NO.

THERE'S
NOTHING TO
WORRY ABOUT
NOW.

"WHAT DO YOU KNOW
THAT WE DON'T?"

DON'T FEAR,
MY SON--

--AS I
WILL SHOW
YOU THE
WAY!

AM
I DEAD,
FATHER?

YOU HAVE
TRANSCENDED
YOUR
CORPOREAL
SHELL, MY
SON!

WHAT
HAPPENS
NOW,
FATHER?



WELCOME TO THE DARK SIDE!



JOIN US AS WE BEGIN A JOURNEY TO
THE INNERMOST DEPTHS OF ONE'S BEING,
PROUDLY BROUGHT TO YOU BY

KEN PENDERS: WRITER & ARTIST, VICKIE WILLIAMS: LETTERER
FRANK G.: COLORIST, JUSTIN GABRIE: EDITOR

BE HERE NEXT ISSUE AS KNUCKLES BEGINS
HIS EXPERIMENTATION WITH REALITY-- AND
SEVERAL VARIATIONS OF IT.